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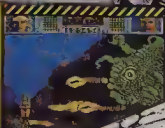
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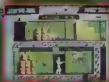


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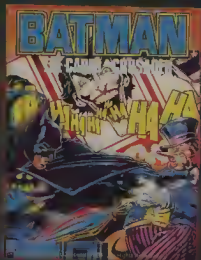
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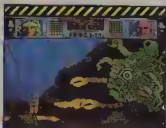
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ATARI'S NEW CONSOLE

8

Atari's new 7800 console is released in this country very soon. Is it better than a Nintendo? Does it beat the Sega? We give the machine and its software a thorough review and tell you exactly how good it really is.



EDITOR: JULIAN "JAZZ" RIGNALL

Jaz has recently moved to Southend-On-Sea. "Can he's got loads of lab arcade!" That's where you can find him. If he's not at home with his son(s)!



ART EDITOR: ANDREA "SHOOT" WALKER

When she's not slapping down pages, Andrea is found in the games room slapping down the fire button on the latest "shitty shooty" game.



STAFF WRITER: PAUL "HAMB" GLANCEY

Fully-fledged member of the Dennis the Menace fan club and Crazy Golf Champion at Beards Green, Paul is a games player "par" excellence. Not bad!



CREDITS

THIS MONTH'S COVER: Jerry Paris.
EDITOR: Julian Rignall **ART EDITOR:** Andrea Walker
STAFF WRITER: Paul Glancey **ADVERTISING MANAGER:** Nigel Taylor
SALES EXECUTIVE: Johanna Cooke **PRODUCTION:**

SAVE LOADS OF DOSH 24

Strike a light! We've got over 100 worth of discount vouchers on 1 and 16 bit Hewson games. Don't ever accuse us of being mean and greedy! Cue we're not.

PLAYMASTERS 27

We've got a brilliant tips section this month, with hints and tips on Golden Axe the arcade machine, Indy III maze, and a whole heap of other tasty pieces of gaming information. And there's the Official UK Highscore Table too,...



PREVIEWS 106

If you want advanced information here's the place to be. We've got previews of Operation Thunderbolt, Cabal and Chase HQ on the Last Ninja II on 16 bit, pictures of two brand new Konix games, news from new software company Vivid Image, and the other from Jeff Minter. And they look amazing. We've also got Ghostbuster II, Galaxy Force, Dragon Spirit, Bomber and Super Wonderboy coming out rather soon.

MEGA COMPS STUNT CAR COMP 45

Win a fabulous radio controlled stunt car worth over £250. And there are also ten runners up prizes of mini motorised buggies and Microprose software goodies bags.

XENON II COMP 75

A can of mushy peas! the top prize in this amazing comp! There are also ten winners up prizes of Xenon II games and t-shirts and a bonus prize — a personal compact disk player with a Bomb the Base CD.



IC MANAGER: MIKE
"PITTY" TAYLOR
Technical Ad Manager
around, but she's
not the biggest bug
in the budget. He
recently bought a PC
printer and loves it!



DEP AD MANAGER: JO
"BLUDE" COOKE
Congrats to Jo — she's
getting married soon.
But we don't think it'll
improve her games
playing abilities,
though.



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300 bears, Glenys is
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ARCADES 84

The best race game in arcade history, Sega's Super Monaco Grand Prix, gets a test run, and we also look at some other great new machines, Dynamite Duke, Secret Agent, Alpha Plus, and Atari's fun-packed new release, Planet of the Robot Monsters.



MEAN MACHINES 98

It's an amazingly good month for PC Engine owners, with five games reviewed including an incredible shoot 'em up and the best two-player racing game we've ever seen! Sega owners also do well, with the brilliant Wonderboy III for their machines, and we've also got a review of a hot new Megadrive shoot 'em up, Thunderforce.

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THE DASHING ARCHAEOLOGICAL ADVENTURER IS BACK ON A NEW QUEST - AND IN A DEADLY RACE AGAINST EVIL ...

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and the
Last Crusade



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SON OF VCS

After two years of doing very nicely in the States, Atari's 7800 ProSystem console is now out in the UK at what in console terms, is at budget price. At £69.95, the only machine it doesn't undercut is its ageing predecessor and Atari stablemate the 2600 VCS, which a few dealers are still trying to knock out at ludicrously low prices. The 7800's only real competition, therefore, is from the likes of the slightly more expensive Sega Master System and the Nintendo. So how does it compare. Paul Giances reveals...

THE PACKAGE

For your £70 you get a package very similar to the basic Nintendo or Sega kits. The 7800 unit comes with two "console-esque", two-button, joystick controllers with tiny screw-in levers to turn them into miniature sticks. Like all such controllers, they're extremely fiddly to use until you get used to them. You can get away with plugging in your favourite turbo charged, micro-switched joystick but obviously this doesn't work if the game assigns different functions to the second joystick fire button.

An interesting point is that in the states the machine comes with some rather neat Atari Super Controllers (they're more like the traditional joysticks). It's a shame that Atari have decided against packaging them with the UK version of the machine. Ah well.

To start your software collection off there's a copy of Asteroids II actually built into the 7800 so you can start to play without even buying another cartridge and plugging it in.

THE SOFTWARE

It has to be said that, graphically, the 15 games we've seen running on the 7800 don't compare that favourably with the newer 5 bit console software such as Super Mario Brothers II or Wonder Boy III. The machine has a custom graphics chip, nicknamed MARIA, which does its best to be as flexible as possible regarding the trade off between colour and screen resolution, so what sprits lack in definition and animation they try to make up for in colour.

The programmers have gone in for some quite ambitious projects, too, but with complex flight simulations like Ace of Aces and Super Huey the limitations of the machine do show, as the cloud banks and scenery jerk past. Many of the 7800's best games don't need fantastic visuals to keep the player amused, though. Some of the



Pump up the Puffer in Dig Dug

most playable and addictive games are the conversions of classic coin-ops which never had flash graphics to start with - the likes of Centipede, Joust, Galleon, Donkey Kong Jr and Mario Brothers.

The list of future titles includes even more arcade conversions, such as Bally Midway's Xenophobe, Capcom's Commando and SNK's Ikari Warriors. Other titles are conversions from popular home computers.



None of these arcade brawls, Xavious, hits the 100

ler home micros. Epyx's Impossible Mission and California Games, for example. Four British software companies have also managed to get in on the console conversions business. Conversations of Hewson's Eliminator, US Gold's Jinks, Firebird's Black Lamp and Gremlin's Techno Cop and De flector are all in the pipeline. Atari are hoping to have a large volume of software - about forty titles - in the shops by Christmas, and as well as the above, there'll be reworkings of all sorts of arcade games and sports simulations. But, as well as these, the 7800 has an additional, vast source of cheap software.

The sterboard engine thrums away in Ace of Aces.



THE TRUMP CAR

The 7800 is currently selling like hot jelly doughnuts over in the USA - in fact it's currently number two console, above the SEGA Master System. Considering the difference in machine capabilities you might think this strange, but the secret of the ProSystem's success is undoubtedly its ability to run old VCS software.

In spite of it being at a ripe old age of ten years, the VCS is still a surprisingly popular machine in America and independent companies are still making a living developing some quite impressive software for it. Now that it's

gelling on a bit, though, the VCS hardware's shortcomings are showing. Through and anyone hankering for a better machine but reluctant to wave goodbye to ten years worth of software is obviously going to be quids in buying a 7800.

THE CONCLUSION

So, there you go. Even though the hardware has many technical merits, compared with recent top console titles, the initial software releases are disappointing. However, that's not to say the machine is totally without promise. Some of the upcoming titles such as Joust, Commando, California Games and Ballblazer (which even has an extra sound chip inside the cartridge) look good. In the meantime, the price is the main attraction, and when you consider how cheap you can pick up some top-notch VCS games these days, the ProSystem seems like quite a good buy for those who are more interested in good old-fashioned gameplay than flashy graphics.

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VINDICATORS IN THE CU TANK TRAC

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Battle it out on the track against other computer controlled rivals, such as, Dare Devil and Road Hog. Race and jump so fast that your car starts to break up under the strain and then accelerate even more. There's no prizes for being second best in this game - it's all or nothing.

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*Micro
Style*

SCREEN SHOTS BY GARY



WIZ BANG STICK

Spectravideo, the stick-shifters behind the mega popular Quickshot series are adding a new controller to their sizeable range. The Wizmaster comes in three gloomish favours — one which connects to yer standard nine-pin stick port (C64, Amiga, ST, Spectrum, Amstrad, etc) and two for the Nintendo: one of which works by infrared remote control, would you believe? All versions feature autofire, two blast buttons and either joystick or screw-in stick control. The retail price is from £11.95.

▼ *Very impressive — cheap, cool!*



Who'd have thought you could live in a ZX81? Indeed, who'd have thought you could use one for any purpose other than as a box to keep your cigarettes in?

KONIX STIX

More joystick news. Konsole and Kontronic constructors, Konix have not forgotten their coots and ace bringing out a brand spanking new stick called the Megablastec. For £8.99, you get an outwardly unimpressive stick, but inside it's jam-packed with lovely microswitches for extra responsiveness, extra-long



▲ *The new konix stick.*

A KICK UP THE XYBOTS

Tsk! Those Domark guys have been stewing ever since the C+VG lads trounced them at arcade Vindicators in the last Tengen challenge a couple of months back. Keen to get their hands back on the coveted Tengen Trophy they called for a rematch, this time on arcade Xybots. Even though they'd never played the game before, Paul "The Punisher" Glancey and work-experience bod, Steve "The Punishment" Sergeant exhibited bravery beyond the call of duty by duly snapping up the



▲ *Bah! Humbug!*

scores they could still only beat us by a piddly 2,200 points. They'll be laughing on the other side of their faces when we whop them in the APB challenge in a couple of months! Well, maybe.

POPULOUS REPOPULATED

Fed up with playing Populous because some other mags listed the names of all the lands in their tips section? Well, happy days are here again because the Bullfrog boys have put together a data disk for the game which includes four new types of landscape for you to conquer. There's the very nearly topical Revoluton Française, which features lots of French citizens roaming between chateaux, tree cafes, windmills and (gulp!) guillotines. Then we have Silly Land, with lots of very silly looking people doing silly walks. Block Land looks like someone's dropped the contents of LEGO Advanced Base Set 911, and The Wild West pits Cowboys against Injuns on desert plains littered with forts, jails and tepees. The Bit Plan is especially for you programmer types, as the prince paper landscape is positively packed with old legends, pencils and settlements built out of old computers.

▼ *Block Land — add-on disk for Populous.*



lifespan and extra loud clickety-click noises. The wonder of it all inspired Konix supremo Sandra Holloway to say, "Never before have games players had the opportunity to obtain such a high quality joystick at a price as low as this." And what can you say to that? Apart from the obvious, we mean

gauntlet, and not surprisingly, they lost.

Not by much though. After three, three-minute rounds the scores were: Domark — 505,400, C+VG — 503,200. "Of course, we let them win," moaned a cocky Glancey. "Even with months of practice and a hacked calculator totting up the

HOOKED ON "CLASSICS" DISK

Those original thinkers at Rainbow Arts (snicker!) have come up with what seems like a good 'un this time. They've compiled ten oldie C64 games onto a compact disk! Just shove it in any old CD player, connect the headphone socket to the special interface supplied, then stick in the back of the 64, and you can load up any of the games in under 30 seconds. That's not quite as fast as one of those turbo-jet-rocket cartridges, but it's still better than Commodore's dicky old drives.

Among the ten games are such classics as Impossible Mission (classic platformer), Loderunner (another classic platformer), Dropzone (classic Stearage-esque blaster), David's Midnight Magic (classic pinball game) and MULE (classic trading game). So classic seems to be the operative word. Expect the CD some time in the Autumn at around the twenty quid mark.

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THE RATINGS

GRAPHICS

1-5 scale: 1 = poor, 5 = excellent. Are the graphics good? Are they better than the competition? Are they top of the line?

SOUND

1-5 scale: 1 = poor, 5 = excellent. Are the sound effects good? Are they better than the competition? Are they top of the line?

VALUE

1-5 scale: 1 = poor, 5 = excellent. Are the graphics good? Are they better than the competition? Are they top of the line?

PLAYABILITY

1-5 scale: 1 = poor, 5 = excellent. Are the graphics good? Are they better than the competition? Are they top of the line?

OVERALL

1-5 scale: 1 = poor, 5 = excellent. Are the graphics good? Are they better than the competition? Are they top of the line?

THE MARKS

85

There's a lot of good stuff here, but it's not quite as good as the competition.

70-85

Very good, but not quite as good as the competition. It's a solid effort, but it's not quite as good as the competition.

55-69

There's a lot of good stuff here, but it's not quite as good as the competition.

40-55

Not a very good effort, but it's not quite as good as the competition.

15-39

Minimal effort, but it's not quite as good as the competition.

1-4

Highly poor, but it's not quite as good as the competition.

REVIEWS INDEX

THE REVIEWERS JULIAN RIGNALL

VG: arc & laser v
saves for 1 up & 1400
shoot an up an image
of the 1400

PAUL GLANCEY

It's a good game, but
it's not quite as good as the
competition.

GORDON HOUGHTON

ZZAP: a game who love
the 1400, sorts out the
game from the 1400.

REVIEWS

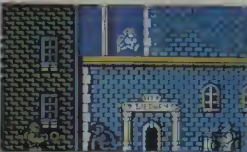
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MIND TRAP
RESCUE ON FRACTALUS
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C64

TUSKER
NAVY MOVES
RESCUE ON FRACTALUS
RALLY CROSS SIM
OMNI-PLAY BASKETBALL

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AMIGA

XENON II
NAVY MOVES
CAPTAIN BLOOD
FIENDISH FREDDY
OMNI-PLAY BASKETBALL

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SEGA

WONDERBOY III

104

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PC ENGINE

PAULAND
NINJA WARRIORS
FINAL LAP
GUNHEAD
CYBER CROSS

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ARCADES

SUPER MONACO GP
DYNAMITE DUKE
SECRET AGENT
ALPHA PLUS
ROBOT MONSTERS

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64
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C+VG HIT! REVIEWS

STRIDER

16

Swing your pants! Strider
struts in and it's superb!

XENON II

52

Xenon II is a mageblast — in
fact it's the best 16 bit shoot
'em up yet!

INDY III

ADVENTURE

62

Lucasfilm/US Gold's second
game of this film is an absolute
corker!

FIENDISH FREDDY

72

All the fun of the circus and
more in this hilarious
Mindscape game.

RAINBOW ISLANDS

60

An incredible arcade
conversion that's no different
to the coin-op original.

PAULAND

98

A stunning PC Engine game
that's every bit as good as its
arcade counterpart.

FINAL LAP

99

The best two-player racing
game we've seen. It's fab.

GUNHEAD

100

The best shoot 'em up you're
likely to play outside an arcade.

WONDERBOY III

104

Another Sega winner in the
third of the Wonderboy series.

AMSTRAD

STRIDER
MIND TRAP
RESCUE ON FRACTALUS
MIG 29

15
66
66
67

ATARI ST

STRIDER
VERMINATOR
DYNAMITE DUX
XENON II
NAVY MOVES
CAPTAIN BLOOD
SPACE QUEST III
BUFFALO BILL
RAINBOW ISLAND

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52
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75
80



▲ Blow up that reactor

STRIDER



▼ The robotgrrilla stomps on

One of the hot coin-ops of the moment is Capcom's *Strider*, a highly original action adventure in which the player takes the role of *Strider*, an athletic commando of the future who is on solo a mission to infiltrate all five levels of Eurasia and destroy the evil tyrant who resides at the end of the last

level. The coin-op features marvellous gameplay and wonderful graphics, which have been captured perfectly in US Gold's lovely computer conversions.

At the start of the game, *Strider* flies into Eurasia on a hang glider, drops to the ground and from then on it is on his own. The terrain is hazard-packed, and *Strider* has to climb gantries by leaping up and swinging over scaffolding, ascend walls and run up very steep hills.

As you can imagine, invading an enemy country of the future is no

piece of cake, and there's an army of security droids, guards and automatic defence systems primed to destroy any intruder. If *Strider* is shot or touched by an enemy, a chunk is knocked off his energy bar, which shrinks towards a fatal zero — so repeated hacking with his mega laser sword is the order of the day.

To help out, friendly robots can be collected by slicing open the supply packs that are dropped in at regular intervals during the mission — these revive *Strider*'s movements and shoot out deadly laser bolts. The only problem is that they have a limited charge, and they disappear after a short space of time. Extra sword power can also be picked up, as well as extra energy.

As *Strider* progresses through the game, hazards become more frequent and the enemy more aggressive. On the first level — the city — *Strider* encounters a muscle-bound champion who



▲ Collect that power-up!



▼ The mechanical make.



which features robot dogs, large guards and a huge robo-gotilla — and that's at the beginning! He also has to climb a heavily-armed air duct, and dodge a large, rapidly-spinning piece of machinery before he can even think about tackling the next giant guardian!

The going is tough all the way.



▲ Strider on the Amstrad.

leaps and bounds around — destroy him and it rains fire, forcing Strider to run for cover before he's burned alive. Next comes a reactor which has to be blasted to open a trapdoor to an underground complex. Laser beams bounce out of the centre — you've got to find a safe place quickly and smash the core. More hazards are dodged, and Strider enters a conference room, only to find that all the officials present combine and turn into a giant mechanical snake with a deadly sickle for a head.

And this is just the first level!

Level two is a snowy landscape



▲ The Amstrad champion badge.

And later levels have plenty of surprises in store, including boomerang-wielding Amazon women, a pair of ferocious dinosaurs and a giant machine that shoots laser bolts everywhere. The player's reflexes are certainly tested to their utmost. But even though the game is hard, it's highly addictive too, and you repeatedly return to see whether you can get just a little bit further.

Quite frankly I'm amazed that the programmers have been able to cram so many of the original machine's features into this ST conversion — even down to the title screen and between-level intermissions. Just about everything from the arcade game is there, and, more importantly, the feel of the coin-op has been faithfully reproduced. Strider slides, climbs, leaps and

cartwheels across the landscape just as he does in the arcades.

The graphics are simply stunning, with beautifully drawn sprites and backdrops, and although the scrolling is slightly jerky, you don't really notice during the game because there's so much going on — the action is fast and frenetic. The sound's good too, and there's also

speech, with extra speech and digitised sound effects for those with a double-sided drive!

The Amstrad version is also excellent, and although the slide option has been excluded due to memory restrictions, it's an extremely playable fast-action game that deserves a place in every Amstrad owner's collection.

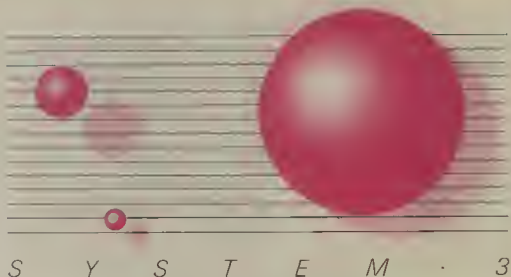
JULIAN RIGNALL

UPDATE

The Amiga version will have improved graphics and sound, and while the scrolling is smoother, the gameplay is slightly slower. The Spectrum version is looking neat, and has similar slide restrictions to the Amstrad, but plays just as well. The Commodore conversion is coming along nicely, and should have all the features of the coin-op.

AMSTRAD £9.99	
Fast action, great graphics and addictive and challenging gameplay make this the best Amstrad game around.	
OVERALL	88%

ST £19.99	
GRAPHICS	91%
SOUND	87%
VALUE	88%
PLAYABILITY	93%
The best conversion from US Gold to date, and an utterly brilliant game in its own right. Whether you've seen the coin-op or not, check this baby out.	
OVERALL	93%



The Creators of the 'Last Ninja
Saga' are looking to increase
their team of
In-House and Freelance
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Contact: Doug Hare - 01.866 5692
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System 3 Software, Blenheim House, Ash Hill Drive
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Mr. HELI

In the year 2999, a mad scientist called "The Muddy" and his followers have occupied an earth-like planet rich in plants and water. With his evil intelligence and psychic powers Muddy has broken the delicate balance of nature.

It is your mission to rescue the planet. You must clear six zones in all, including floating green islands, moving rock beds and underground clock towers.

Unmask The Muddy who is hiding deep underground and save the planet.

Mr. Heli is available from all good software stores now.
Commodore Amiga, Atari ST price £24.99, Commodore 64,
Spectrum and Amstrad cassette price £9.99, Disk price
£14.99.

FIREBIRD



Mail Bag



Yeah! It's time for YOB's fab mailbag!! If you've got any views, jokes, questions, drawings, statements, gripes — or anything that's interesting, send your letter to YOB's MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. There's a T-shirt and a bulging parcel of software on offer for the best letter printed — it could be yours!

YOU'RE JOINING?

Dear Yob,
Can you or any of the C+VG gang help me? I want to purchase the Hard Drivin' coin-op. I need to know how much it is and where I can get it from.

Also, can you tell me whether other coin-op games can be put in other coin-op cabinets, for example a Winning Run game in a Hard Drivin' cabinet. Would I have to purchase all different coin-ops or could I have one cabinet and still have all the different games on separate disks or chip cards?

Please let me have your knowledge of this, as I am desperate to get my hands on them.

Alan Clare, Great Sinkley, Warrington

YOB: Well, the fact that you sent me your letter second class is enough evidence to me that you'll never be able to afford a Hard Drivin' machine. Still, if you really want to

know, Hard Drivin' machines cost well over £4,000. As for other machines, coin-ops don't come on disks or cards, they come on large, expensive PCB boards. And since Winning Run is available only as a full coin-op, you'll have to fork out another £5,000 or so for it. Dream on, matey boy.

WHAT A LOON

Dear Yob,
I went into my local newsagents, and there to my surprise was in fact a 10 foot alien reading this month's C+VG. I quickly disposed of this alien by telling him the joke about the monk on the package holiday.

As I began to read through the mag I discovered how totally fab and triff it was, and before you could say "Hey babe, I've got a Vic 20 with a gherkin in its mouth" I bought it. I am very (well a lot of) very

pleased with the idea to review all the available formats, so well done C+VG — go forth and purchase a bottle of Domestos and drink it.

Simon "The Man" Poots, Dromore, Co Down

YOB: I saw an alien the other day, talking to my local shop keepers, Elvis Presley and Buddy Holly. They were all talking about Hitler's new house on Venus.

MONOLATRY TWERP OF THE MONTH

Dear Yob,
Whilst flicking through a few back issues of your so-called wonderful computer magazine I noticed a review of Nintendo's Rad Racer.

The knobhead who wrote the article said, I quote "Rad Racer outperforms Out Run". Well in case you don't believe you could have printed such an outrageous statement, look for yourself, it was in the February edition reviewed by Julian Rignall, or should I say BATTY BOY RIGNALL because it could only be some kind of perverse love for the Nintendo that drove him to write such crap.

Secondly I would like to make the point that being an extremely proud PC Engine and Sega owner I would like to see a magazine about consoles and arcades and I mean real consoles, not the Nintendo — save the Nintendo reviews for the Beano.

Thirdly, the paper you print your magazine on is absolute crap! After letting your friends read it all the edges are frayed, in a nutshell, your paper is even worse than school toilet roll!

Fourthly, your magazine is far too expensive, and before you comes up with "poor guy can't afford it" and other puerile insults, my father is a multi millionaire (well almost) businessman.

Finally I am almost adamant that you will not print this letter — I'll show how it does not find itself on the pages of your crusty over-priced pamphlet, me and my friends would have to stop buying your repulsive magazine, which we are only buying at the moment because of the reviews on the amazing PC Engine and arcades.

Tank Hassan and friends
YOB: You're a complete twerp and no mistake. I'm

afraid that Rad Racar does out-perform Outrun — the graphics aren't quite so good, but the gameplay is much better. If you were mature and grown up enough, you'd be able to appreciate the good points of another machine. As for the price — wa'ra tha chapeast around. If you can find a mag that has more console reviews and is better value than money, buy it.

NEW IDEAS PLEASE

Dear Yob,

About the art of making games I have to agree with you when you say that many good games come from English programmers, and they're not too bad in the USA either.

The problem is just that there are so few subjects to make a game, every time you sit down in front of your computer, plug in your joystick and turn on for your new shoot 'em up you expect something extraordinary to happen, and I don't mean to see some jumping cats or some smiling shoes shooting at you, but some extra options making them game better than the last one you bought.

As there are probably about 50 new games every month, naturally only a few of them will be extraordinary and therefore it is a good that we've got magazines like this to give us players an idea of which games are worth the money. Henning Forgersen, Denmark
YOB: Creating new ideas is very difficult, and I agree about making enhancements to older ideas — as long as the original idea is a good one. Look how Nemesis changed the face of the shoot 'em up with its progressive weaponry — even though the format has now been plugged to death! Perhaps some games designers have some views on this subject?

WHY AYE MAN!

Dear Yob,

Ten useless pressies —
1 "Goal's Galore" A Newcastle United goals of the season 1988/89 Video.
2 A season ticket for Newcastle United

3 An evening out with Mirandinha

4 NU's trophy cabinet plus all inside (two socks and a copy of Street Cred Football)

5 The official story of NU's championship campaign 1988/89 book!

6 A football covered with the NU board member's signatures!

7 A pound for each time the NU ground had over 20,000 fans!

8 A recorded tape of happy singing from NU fans!!

9 A video recording of all the Luton/Newcastle games!

10 Newcastle United Football Club!!!

Nick Smith, Borough Green, Kent

YOB: Chortial My favourite useless pressies are: The Garry William's Guide to Slimming, Paul Glancey's Book of Mischief Building for Fun and Profit, a copy of Glynis Powell's 'Become a Black Belt in 24 Hours', an Andrea Walker Fan Mail Holder (holds up to three sheets), ZX81 emulation software for the Amiga and a lifetime's subscription to ACE.

WHAT'S THE SUEF FOR?

Dear Yob,

I am a proud owner of a Sega and have been for the last two years. And in all that time I have never worked out what the compartment underneath is for. Please, please, please, please, please, tell me because I'm cracking up! Brian Russell, Lurgan, Co Armagh
YOB: It's a teesmaid interfacal No, to be honest I don't know what the hell it's for. I'm sure that if it did have some use, Sega would be doing something with it. So just calm down and take it easy.

WHERE'S MY ARCADE

Dear Yob,

On the 18th June 1989, I strolled down to my local paper shop to collect the July issue of C+VG. Then when I asked for it and it was given to me, to my shock and dismay the amusement arcade you'd promised in the issue before was nowhere to be seen. So I asked the woman behind the counter if it had fallen off, she

gave me a strange look, and then replied, "No".

So I stormed out of the shop in a huff with my C+VG and £50,000.05 change. Even though this incident happened I soon forgot about it when I read that stonker of an issue I'm glad to see that you are filling virtually all the magazine with reviews instead of that crappy AGM. All those putting the magazine together should have a pat on the back and a pay rise.

Craig Critchley, Liffak, St Helens

YOB: A few magazines went out in error without the arcade on the front. If you send us a cheque, postal order or cash to the value of £50,000.05, we'll pop that arcade in the post and it'll drop through your letterbox in no time at all. And I don't really want a pat on the back, thank you very much — anyway, there are no cows about to oblige.

RETURN OF THE SEQUEL II

Dear Yob,

Have you noticed lately that many of the games that are released have second or third parts to them: Starglider II and II, Renegade II, II and II, Mano Bros I and II, Get Dexter I and II. I could continue for ages (but I won't because if I do you'll all fall asleep).

Some — like Starglider — are excellent games and have great second parts to them, whilst others, eg Renegade/Target Renegade and to Renegade III, have good/outstanding first (and in this case second) parts, but the third or final part is total rubbish or inferior to the rest.

Do you think this is because the game authors/programmers get either bored of the game, run out of ideas or just aren't capable of creating another game along the same lines, or as good as its predecessors? Maybe there's a totally different reason, or possible there just isn't one. I would be interested to hear your views on the matter — and even other reader's who have wondered/wonder the same thing.

Andrew Scott, Soham, Cambs

YOB: Just to point out that there's also Mario III and IV! As long as the

game is an improvement over the original, I think a sequel is a good idea. I don't think that programmers would work on a sequel if they were already bored by the idea. However, in my mind, there's nothing better than a truly original game.

WHO'S THE YOB?

Dear Yob,

I am mainly writing concerning this mysterious letter answerer THE YOB. I don't think there is such a person — it's just an excuse to give loads of people a chance to answer letters instead of the Ed.

I also have a complaint about Mr Johnson's views on American software producers. He said they are no good — he obviously hasn't looked at games from Cinemaware such as Rocket Ranger and TV Sports Football which are excellent, and he was for too biased when talking about European Software houses.

And another thing, why was FAX removed from your magazine. Previews is OK but it only covers games, and FAX covered much more so me and I'm sure many others want it back to it was before.

Finally, why is Julian Rignall so biased when reviewing PC Engine games — he makes out that they are much better than Amiga games, but he is wrong because the Amiga blows it away for quantity and quality Nunchaku (cool dude)

YOB: I'm mad! The YOB is the YOB! There are no substitutes! We've replaced FAX with the new-look news pages — coupled with the massive previews pages, you now get even more news than ever before. Mr Rignall tells me that he isn't biased towards any machine when reviewing (he owns all of 'em anyway) — he just enjoys good games, whatever machines they're on. There are plenty of excellent Amiga games, but in some cases Engine games are better than Amiga ones — just look at R-Type, Vigilante and Space Harrier for instance! And in no way does the Amiga "blow the Engine out of the water". I'd say the were on a par.

BUG REPORT

Plegued with bugs? Here's the opportunity to tell us all about any quirks or problems you're heving with your software. If you do spot a bug, first make sure it's not your tape recorder or disk drive playing up, or you being a crap artist at playing the game. If you think you've spotted a bug, fill out the form below and sling it into the post to: **BUG REPORT, C+VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

C64

SPEEDBALL

SPOTTEO BY: Adem Davidson, Prestwich
WHAT HAPPENS: When you load a saved game, the computer quits straight away and you're given a draw.
REPORTS SO FAR: 1

ST

WAR IN MIDDLE EARTH

SPOTTEO BY: M Douglas, Swansea
WHAT HAPPENS: The game crashes when you move to a location with a large number of troops.
REPORTS SO FAR: 1
SPOTTEO BY: Tony Pickering
WHAT HAPPENS: Click on the magnifying glass to enter the animation level, and the computer bombs.
REPORTS SO FAR: 2

BIONIC COMMANDO

SPOTTEO BY: Colin Feeley
WHAT HAPPENS: When you die and your man is parachuted down and you press the fire button when he's just off the bottom of the screen, the game crashes.
REPORTS SO FAR: 2

KICK OFF

SPOTTEO BY: Mark Duffy, Workington
WHAT HAPPENS: When you're winning 17, 20, 21 or 22-0, the computer resets itself (I'm not flippin' surprised — J.R.).
REPORTS SO FAR: 1

PACLAND

SPOTTEO BY: Philip Green, Sheffield
WHAT HAPPENS: If you walk instead of run, no ghosts appear.
REPORTS SO FAR: 1

DRAGON NINJA

SPOTTEO BY: Adrian Davies, Rhondda
WHAT HAPPENS: When you

enter your name into the highscore table, you can't get back into the game.
REPORTS SO FAR: 3

ARCADES

DOUBLE DRAGON

SPOTTEO BY: Alan Houghton, Ten Mile Bank
WHAT HAPPENS: At the end of mission two, if a player dies, the boss doesn't appear and you can't get any further.
REPORTS SO FAR: 1

SEGA

WORLD CUP

SOCCER
SPOTTEO BY: Stetan Borson, Manchester
WHAT HAPPENS: When you score, the game freezes and players float about until the machine is switched off.
REPORTS SO FAR: 2
SPOTTEO BY: Barry Fletcher, Letchworth
WHAT HAPPENS: In two-player mode, sometimes when the ball is kicked over the goal line, Sega sign boards appear at the top of the screen and the game crashes.
REPORTS SO FAR: 2

AMIGA

R-TYPE

SPOTTEO BY: M Mascarenhas, London
WHAT HAPPENS: On level three there's sometimes a software failure which causes the game to freeze.

REPORTS SO FAR: 2

KICK OFF

SPOTTEO BY: S N Hardy
WHAT HAPPENS: If the goalkeeper rushes out to save a ball, and a defender intercepts it and kicks it away, the game crashes.
REPORTS SO FAR: 2

WAR IN MIDDLE

EARTH
SPOTTEO BY: T Harner, St Leonards on Sea
WHAT HAPPENS: The game often crashes randomly.
REPORTS SO FAR: 3

AMSTRAD

POSTMAN PAT

SPOTTEO BY: Peter Foster, Malton
WHAT HAPPENS: The program crashes when you round up the sheep for the second time.
REPORTS SO FAR: 1

SPECTRUM

RUNNING MAN

SPOTTEO BY: Timothy Brown, Bradford
WHAT HAPPENS: On the last level, Amia doesn't appear and the game crashes.
REPORTS SO FAR: 1

OPERATION WOLF

SPOTTEO BY: J Allen, Blaby
WHAT HAPPENS: On level five, when you shoot a hostage, you get a flying armoured car, and the game crashes.
REPORTS SO FAR: 5



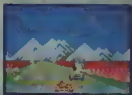
I'VE GOT A BUG TO REPORT

NAME
ADDRESS

NAME OF GAME
MACHINE
LEVEL BUG OCCURRED
WHAT HAPPENED

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THERE IS NO OPPOSITION!



OUTRUN 3D



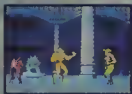
RAMPAGE



TIME SOLDIERS



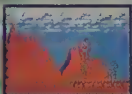
CYBORG HUNTER



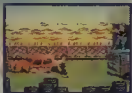
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BOMBER RAID



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GET THESE NINE **NEW** GAMES NOW!

► 16 BIT MEGA DISCOUNTS FROM HEWSON

We've gone completely bonkers this issue, with yet more seriously fab money-off vouchers — this time for both 8 and 16 bit readers — in Hewson's REVENGE OF THE DISCOUNTS II.

Here we go again, with enough money off to make your average banker weep and your piggy bank very happy 'cos he won't have to cough up all the cash that's sitting in his fat belly.

All the software on offer is half price — with up to a stonking great £10 off 16 bit games and up to £7 off 8 bit games. On offer are some great titles — Nebulus, hailed as one of the all-time classic computer games, and a legend in its own lunch time. It's a puzzle/platform game that's have you tearing your hair out in frustration, but coming back for more, more more!

We've got Zynaps, a horizontally scrolling

PRICE SMASH

ZYNAPS 16 BIT

Scroll along this six-level blast 'em up and destroy an entire galactic invasion fleet single-handedly with your nifty little combat ship. There are plenty of extra weapons to pick up, and by God you need 'em.

ORDER FORM

Please send me a copy of Zynaps. I have enclosed the right amount of money and have ticked the right box.

ST £9.95 ☐

AMIGA £9.95 ☐

NAME

ADDRESS

SAVE

£10

EXOLON 16 BIT

Take the role of a well 'ard combat commander and stonk across the landscape laying waste to everything that gets in your way with your whopping great big bazooka. Get far enough and you get a powerful suit of armour so you can blow up even more baddies! Note: there's no Amiga version available.

ORDER FORM

Please send me a copy of Exolon. I have enclosed the right amount of money and have ticked the correct box.

ST £9.95 ☐

NAME

ADDRESS

SAVE

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NEBULUS 16 BIT

It's fab. It's brill. It's the best puzzle/platform game money can buy. Guide a cute little green alien up to the top of a rotating tower. Sounds easy, but there are a myriad of fiendish traps and aliens out to get you. And it's unbelievably addictive.

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Please send me a copy of Nebulus. I have enclosed the right amount of money and have ticked the correct box.

ST £9.95 ☐

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CES SHED

progressive shoot 'em up with loads of baddies to blast into oblivion, and Exolon, a stonk 'n' shoot the shinola out of the enemy game.

HERE'S WHAT YOU DO

Just fill out the coupon, making sure you've got your name and address correct (some people do get it wrong y'know), cut it out and send it with a cheque made payable to **HEWSON** and mail it to **C+VC HEWSON OFFER, 56B MILTON PARK, ABINGDON, OXON, OX14 4RX.**

And they'll pop the game in a jiffy bag and give it to the postman, who'll leap into his red van with his black and white cat, drive over to your house and personally stuff it through your letterbox. You can then open it, take the game out, load it and play away...

NEBULUS 8 BIT

It's fab, it's brill. It's the best puzzle/platform game money can buy. Guide a cute little green alien up to the top of a rotating tower. Sounds easy, but there are a myriad of fiendish traps and aliens out to get you. And it's unbelievably addictive.

ORDER FORM

Please send me a copy of Nebulus. I have enclosed the right amount of money and have ticked the correct box.

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ZYNAPS 8 BIT

Scroll along this six-level blast 'em up and destroy an entire galactic invasion fleet single-handedly with your nifty little combat ship. There are plenty of extra weapons to pick up, and by God you need 'em.

ORDER FORM

Please send me a copy of Zynaps. I have enclosed the right amount of money and have ticked the right box.

SPECTRUM CASSETTE £3.95 ☐

AMSTRAD CASSETTE £4.95 ☐ DISK £7.95 ☐

CG4 CASSETTE £4.95 ☐ DISK £6.95 ☐

NAME

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EXOLON 8 BIT

Take the role of a well 'ard combat commander and stonk across the landscape laying waste to everything that gets in your way with your whopping great big bazooka. Get far enough and you get a powerful suit of armour so you can blow up even more baddies!

ORDER FORM

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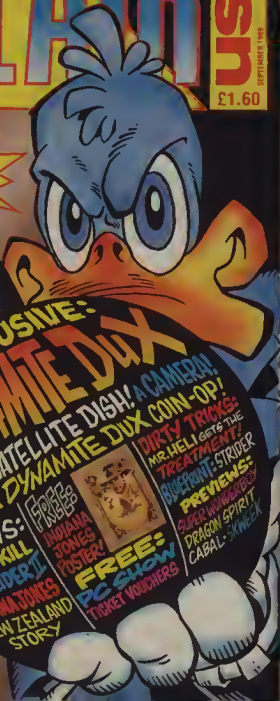
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TREATMENT!
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DRAGON SPIRIT
CABAL - SKNEEK





PLAYMASTERS



Stuck on a game? Had a POKE to get you out of trouble? Here's the place to be! I've got ten pages of mega tips this month, including an exclusive map of the Indiana Jones tit adventure game, and a brilliant complete solution to Golden Axe, Sega's hottest new arcade machine! And of course there's a plethora of other gaming goodies — get reading.

If you've got any hints, tips, maps, POKEs or whatever, send them to me at: **PLAYMASTERS, C + VO, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**



There's a mega goodie bag of hot software (worth at least £100.00) on offer for the best tip of the month — next month it could all be yours! This month's winner is David Moore of Southend-on-Sea, for his excellent Blood Money tip.

when the rack in front of you flashes. Move towards the door when it flashes and then backwards as soon as you reach it. Move towards the table when it flashes and when the tentacles rear up behind, go forward.

YE OLDE WHIRLPOOLS:

Move left or right to avoid the whirlpools. **YE OLDE RAPIDS:** When Dirk appears, move left or right to the gap in the rocks. When you touch the light blue water push forward and when Dirk reappears push forward. After Dirk goes over the drop go forward again.

THE CAULDRON: Tap fire like crazy to kill the gook monster.

THE BALLS: Go down when the ball has crossed Dirk's path and the way is clear.

THE DEADLY CHECKER BOARD: If the Knight has his sword in his right hand: left, right, forward, right, left and tap fire like crazy.

Sword in his left hand: right, left, forward, left, right, left, right and tap fire like crazy.

THE SEEDROOM: Tap forward like crazy to go through the door.

DRAODN'S LAIR PART I: Move left or right towards the valuables to catch them, then move left or right to avoid the valuables and then move down. Go down again to catch some more things and then tap fire like crazy.

ORAGON'S LAIR PART II: Move down to avoid Singe's claws and then move away from Singe. Move down to avoid Singe's tail three times and when you've

dodged it a third time press fire to kill Singe. Now you can sit back and watch the nice little lava scene. Isn't that nice.

BLOOD MONEY

Myu're either an ST or Amiga player of this slick blaster, you'll find these tips from David Moore of Southend On Sea very useful indeed.

FIRST

The first planet you should go to is the one with the submarine — the reason for this is because you can collect at least 12 lives. The only weapons you need are the up and down missiles. If you die, get the missiles immediately because you need them to get maximum money.

Just before you reach the snakes, go to the middle of the screen and start shooting. If you have the up and down missiles, you will only have to hit them a few times. Watch their patterns, and you can manoeuvre around them easily. You have to shoot the snakes in the head to quickly destroy them.

SECONO

The second planet you should go to is the red planet — the hardest one. Get the up and down missiles as often as you can because you won't survive very long without them. If you finished the green planet with about 10 lives you will probably use about half of these on this stage. When you get the chance, collect as much money as you can to ensure a regular

AMIGA

ARKANOID II

Here's a neat quickie for this great Breakout variant, sent in by Niclas Thorstensen from the Faroe Islands in Denmark. When the title screen appears, type **ROBOCOPETER**, which enables the continue mode.

DRAGON'S LAIR

This game's fairly easy, but if you're having problems, read this complete solution from Mark Blacis of Brockley, London, and you'll be able to beat the dragon with no problems at all. Always use the keyboard, and follow

these instructions to the letter — any other movements will spell death to Dirk.

THE BRIDGE: When Dirk falls through the hole, wait until the tendrils are underneath him and press fire. When Dirk is about to put his sword away push once and leave the joystick (or keyboard) alone. Dirk will now climb through the hole and skip through the door.

DRINK ME: Don't bother — move left when the door flashes to exit the level.

THE STAIRS: Simple — move towards the flashing step (left or right) to jump over the gap. Repeat three times.

THE TENTACLE ROOM: Press fire when the tentacles appear from the crack in the ceiling and then forward

GAME TIPS

ARCADES GOLDEN AXE

Golden Axe is the latest big coin-op hit from Sega — and it's taking the arcades by storm with its combination of great graphics and slick gameplay. Completing all five levels and defeating Death-Addar (the chief baddie) normally takes about 20 minutes of game time, several weeks of practice and a big bag of ten pence. But, in true C VG tradition, we've got the complete solution to help you go for those massive highscores. John Cook has all the info...

At the start of the game you have the choice of one of three characters: Ax-Battler (the Barbarian), Tyrus-Flare (the Amazon) and Gillus Thunderhead (the Dwarf). Each one has his or her own characteristics, the most obvious being the use of magic potions.

Between scenes in each level, you find yourself sleeping by a campfire — and approached by little pixies, blue ones and green ones. In order to obtain extra power (indicated by the gauge on the bottom left of the screen), kick the green pixie and collect the chicken leg that he drops. So far so good.

To get magic potions you have to kick the blue pixie as many times as possible. Each time you kick him, he drops a potion — run over it and you automatically collect it.

During the game you use magic potions just like you use smart bombs, using the second fire button on its own. The thing is, each character uses potions in a different way.

Dwarf uses Lightning Magic. This is easy to acquire, needing only four potions to reach its maximum of level 3 power (that means it gives the equivalent 3 hits to every enemy on screen), but that's as good as it gets! Barbarian uses Earth Magic, which

goes up to level 4, but needs more potions to get up through the levels. Finally there's the Amazon — her Fire Magic goes up to level 6, but that takes a lot of potions to reach.

This difference in abilities means that the Dwarf is easy to play at the beginning — but puny on the magic side, which you need more later on in the game, whereas Tyrus-Flare is at a disadvantage to begin with, but can take advantage of her powerful magic later on.

Use magic when there are several enemies on screen — or against the particularly

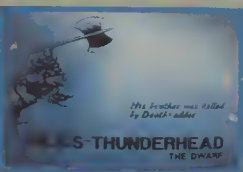


▼ Ride your way to victory



▲ In the thick of it

▼ The dwarf



▼ The Amazon is a good choice





▼ Swing the Barbarian's sword.

neasy end of level monsters, such as the Twin Stone Glents.

Experiment with the controls — using all combinations of the fire button and joystick as well as the jump button can produce some useful moves. If you are surrounded by two fighters, hit one of them, then turn around and whop the other over the head by moving the joystick to the other direction with jump and fire depressed.

You can also slide (jump and diagonal) and shoulder charge (two taps left/right).

The slashing sword routine also comes in useful — press fire as you jump up towards someone and see the result!

On the higher levels (there are five in all before you have a bash at Death-Adder himself), enemies riding on airbags looking beasts attack, and the beasts themselves create problems by swiping you with their armoured tail and spitting fire!

However, if you are quick, you can knock a rider off, and jump on yourself. The Power!!! In fact, it's easy to defeat the Twin Glents on

the first level! If you are riding on a beast, just run up to one glent and press fire — you turn around and knock him off his feet with your tail. Rush to the other end do the same (Glents are a bit thick, y'know!). If you are fast, by the time you come back to the other one, he will only just have recovered from his fall — which gives you a chance to do it again!!

On the second level, enter the Village section, you come across the Twins again — it's important to finish the Village riding a beast ... so watch your jump just before the end — tell end you'll loose your mount and end up in whole lot of trouble!

As the game gets harder, you ride on an Eagle's back to Adder's pad, watch out for skeletons. They're bad news! Use potions with you get out of trouble — if you have them!

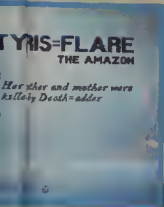
Highlights of levels four and five are the Robot Knights. They're fast, deadly and very difficult to kill. Get Tyris to use level six fire on them — and it suddenly gets a bit easier.

Finally, you get through to the final level — it's really tough, so have a full set of potions ready. In the background you see the royalty who you're rescuing hanging by their heels! Kill Death-Adder (not easy!) and it's game over ... then you get a reward scene where the machine blows up and all the sprites come out and chase you around the arcade and out into the city!!!

Good luck with the game — and see if you can persuade a friend to play with you in two-player mode ... It takes some of the effort out of it. But not much ...



▼ Barbarian — a right hard!



Her father and mother were killed by Death-adder



His mother was killed by Death-adder

GAME TIPS

supply of weapons and lives.

At the end of this stage you confront a round face with little arms all the way round it. Shoot all the arms 'till they disappear, but be careful, because they continuously shoot balls at you. Make sure you have the up and down missiles otherwise you will have no chance!

THIRD

The next planet to go to is the helicopter one — the easiest. On this you don't need any weapons at all apart from the ones you get anyway! This planet is easy, and it gives you a chance to collect a few more lives. At the end of this stage you get a spaceship that goes up and down and fires at you. Just shoot the middle of it by keeping your chopper lined up with its centre.

FOURTH

The final level to tackle is the one with the man. Again, get the up and down missiles each time you die, and once again collect money for lives and weapons. If you have the up and down missiles you shouldn't have any trouble. At the end of this stage you get a sort of pointed snake with lumps on its back. Blast all the lumps and finally shoot it in the mouth.

FALCON

For a full belt of cannon rounds and eight AIM 9L missiles press control, left Alternate, and X. Also, as landing is near impossible, you can simply go to "end of mission" to end the game and get your medals and points.

THUNDERCATS

If you're finding this game a bit hard when you get to the "rescue Tygre" stage, find a place where bonuses pop up frequently, and grab them. If you are careful, this will give you loads of lives.



▲ Where are the Packland goodies?

MARBLE MADNESS

Stay where you are on the first level of this enjoyable game for a surprise!

SUPER HANG-ON

This is one of the best cheats I've seen in ages. It was sent in by Colin Sinclair of Co Antrim, and it's a mega — it gives your bike machine guns! To activate the cheat mode you must beat the highest score on the current continent high score table. Africa is fairly easy. Enter 750J on the highscore table and it should change to "—". The cheat mode is now enabled. To get into the cheat mode screen hold down Control, left alternate, Z and T while the attract screen changes from the credits screen to the options screen. The cheat mode screen

▼ Fly high with Playmasters.



appears when you let go of the T and you will be prompted to enter new coefficients for the road turn effect using the numeric keypad. Once the cheat mode has been enabled it cannot be disabled, so it is worth remembering that the initial settings are 60 for outer turn and 45 for inner. The bike gains a machine gun when the cheat mode is activated. It is used by pressing the Amiga key. The stream of bullets can be used to destroy other bikes and roadside obstacles except checkpoints and goal gates.

ST PACLAND

The Byg from Barmouth has a list of all the movable hydrants and cactuses and what they do:
Round 1: 3rd hydrant, helmet
Round 2: 3rd cactus, invincibility

Round 3: none
Round 4: none
Round 5: 2nd cactus, extra Pacman
Rounds 6, 7, 8, and 9, none

HEROES OF THE LANCE

Here's a load of useful tips to help any ailing RPG'ers.

Use Burrfort first because he can locate traps as well as use long-range bullets. Put Goldmoon and Relatlin in the second row as they don't lose any energy. When pit jumping, change to Relatlin as he can jump the furthest. Try not to use Goldmoon's staff charges too much — use Relatlin's staff to "detect invisible", "charm" "sleep" and "web".

When using Goldmoon's staff don't use "cure light wounds" but use "cure critical wounds". Always try and use long-range weapons as you don't lose energy in close combat. Get what you can as you can't return. If you're in close combat and are on the brink of death, run away and change your character. To kill Khurenth the black ancient dragon you have to throw Goldmoon's staff at it.

NAVY MOVES

This is one tough game, so these hints from Christopher Sergeant of Stavanaga, Harle come as a bit of a godsand.

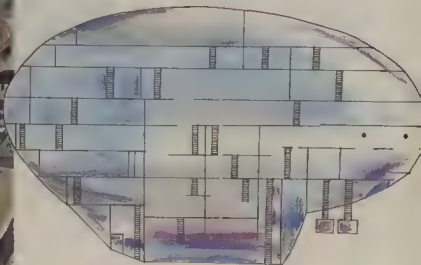
DISK ONE

STAGEDNE (on water):
To jump mines at the beginning of the game, jump up right then pull back left, placing you between the two mines. For this part try putting the colour on your TV to full — it helps a bit. There's a simple pattern to beat the man on Scooters

INDY MAP

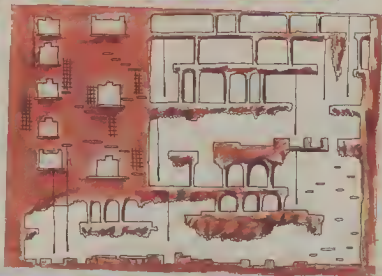
**LEVEL
1**





3
LEVEL

2
LEVEL



GAME TIPS

— jump and duck gun shots and shoot. Keep doing this to the end.

STAGE TWO (below surfaces): At the beginning of this stage don't move left or right. Just move up and keep firing until two sharks are lying on the sea bed.

Move right and shoot at two other sharks behind and in front of you — you must hit the top of their backs. Once these two sharks are lying on the sea bed, move right again. The last shark you encounter is red and yellow — this is the strongest but you must still use the same technique: hit the top of the back of the shark (approx 10 shots needed). When this shark is on the seabed move right.

Shoot divers quickly — you must not touch them.

STAGE THREE (monsters): The Octopi are the second hardest enemy in the whole game. Shoot as many times as possible in the head until it blows up. Pressing fire button, waiting approximately two seconds, then releasing fire button fires two missiles at once, which triples the effect of the missiles.

The hardest monster is the Sea Monster. Shoot this in the mouth as many times as possible — enough to make your hands fall off.

▼ How do you do that?

anyway. If you don't shoot this monster quick enough, he crushes you in his mouth.

When you've killed this monster, move right until you come to a large submarine — your objective. Move up into the back half of the submarine — you have now finished using disk one. Your password for disk two is: 946411

You now have to re-load the game using opt II for disk two.

DISK TWO

You must collect as much firepower as possible by killing the enemies and stealing their ammunition. Pushing forward when standing next to a dead enemy shows you what equipment/codes you can take. Move the little cursor under object to take and press fire. Equipment might be ammo/fire for Flame Thrower.

1. The first official has the code to stop motors and aubs — use computer in the same area you got the codes for this command.
2. First/second machine official has the code to open door — use the computer next to the door of reactor. Touching the reactor after walking through door will



A Navy Moves explained.

- automatically start bombs and countdown.
3. First/second transmission official — after setting the bomb go to Communication Room to transmit code OABERBYAMD2 — bomb ready.
4. The captain can do any of the above commands (onco).

Map to get to the reactor and the end of the game (use submarine map for reference)

Go out of the disposal hatch. Up the first lift you come to. Walk across walkway. Down lift. Down lift. Walk right, up lift, enter door 6. Down lift, walk left, up lift, in door A or B or 9. Go up lift between A and B. Walk left. Enter door D. Up lift on left. Walk across walkway. Down lift. Enter door 3 on right of the screen. Walk right. Enter door 2. Walk right. Enter door 1. Down lift on left. Enter door 4 or 5. Walk left to door 6. Enter door 6. Walk right. Up lift. Enter door 7. Walk right. Down lift. Walk right. Down lift. Walk left until you reach door of reactor on screen. Use computer to open door. If you have the code! Enter and touch reactor — a 1:10 second countdown begins

for bombs. Go to Communication Room — send message using code on computer — go to control and wait for your friend to collect you. And that's it.

SEGA RASTAN

KE Buck, Sundarand, Tyna and Warr has some useful information about how to kill the Monsters.

KENOROUS: Keep on the left brick wall. When he comes towards you, jump and attack from above so your sword lands on him. Repeat until he dies.

ARYOUS: Go to the extreme left of the screen. When she lands near the edge of the bricks, jump and attack from above and land on her. When she goes up in the air, fire upwards and hit her from below. Repeat until she dies.

SHUKUMAS: He goes to the left of the screen. Follow, then kneel and keep firing at him. He disappears after five seconds and reappears on the right of the screen. Go to him and kneel and fire at him until he dies.

SLAYER: Stand on the left set of bricks. When Slayer lands on the floor, jump and



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Screenshots from Atari ST
version



attack from above, then jump onto the right hand set of bricks. Repeat as above until he dies.

FEDORAK: Go to the right hand side of the left hand set of bricks. When it comes close, jump and attack from above so your sword lands on its head. It then turns away and fires at you—duck under these, then jump up and attack from above and then move away. Repeat until it dies.

RED DRAGON: Jump diagonally towards the dragon's head and fire upward, so you hit the side of its head, then walk away. Repeat until it dies.

DRAGON II: Jump from the bricks diagonally over its head, then attack from above so you hit it on its back. Wait until it turns round then repeat until it dies.

When you kill the second dragon, you get the story of what happens after the game, and see some of the best graphics for the Sega Master System yet.

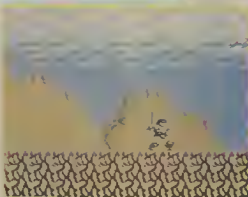
LORD OF THE SWORD

Need some help with *Sega arcade adventure*? Well, look no further than this advice from John Richardson, who lives in

Stockton-On-Tees, Cleveland.

To start with, go to Ulmo forest and talk to the tree person. Follow his advice and go to the Nemo Woods for the tree of Marill. To kill the tree spirit, run towards it and jump over the rolling pods. Then crouch down and slash at it with your sword. When it gets close, walk back a bit and try again.

When it dies, go to Rithia and keep visiting the old man until he asks you to kill the swamp spirit. To kill it,



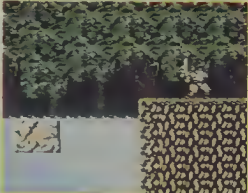
▲ Complete Rastan Solution.

Keep avoiding it as it flies around, then when it stops, turn to face it. Just keep hecking to kill the warrior and fire arrows at the spirits revolving mirror until it dies.

When you return to Rithia, you're given a magic bow which comes in quite handy. Next atop Lindon. Keep going into the house until he tells you what happened to his daughter. The huge pirate is a bit of a problem. Firstly, avoid his flying sword, then walk through the water to the edge of the screen where his cave is. Stand with your back to the right hand side of the screen then jump up onto his island.

You'll probably get hit, but don't worry. If you have done it right, the two sprites

▼ How do you hack the baddies!



marge, so that when you fire an arrow, it will hit him and bounce back onto you. Strangely enough he will always miss you with his sword, leaving him a sitting duck. Once he is dead, it's off to the Elder Castle.

Now comes a tough fight with five castle guards: **GUARD ONE:** Try and pin him against a wall and get in as many hits as you can whilst he's trapped.

GUARD TWO: The one with a stone hammer. When he gets close, jump and attack. With luck, his hammer will miss you.

GUARD THREE: When he tries to kick you, jump and when he walks away hit him in the back.

GUARD FOUR: He's small but tough, jump to avoid his

missiles.

QUARO FIVE: As he approaches you, praaa up/right to jump over him, but before you land praaa down/left and the sword button simultaneously. This should result in you turning round in mid-air and slashing the back of his bonce! Watch out though, it takes a bit of practice.

When they're all dead, the king will give you a herb to bring the avil atatus to life. Next you must visit the man in Dwari until he tells you to go north to find Fire Mountain. Ignore what he says about extra weapons — you'll soon get a magic word. There is no tactic to defeating the monster of fire mountain, but try jumping to avoid the jets of flame. Next, go to Amon and get that sword I was telling you about.

After that, a visit to Pharaoh should reveal a secret path to the Baiala Valley where the goblin lives. It shouldn't take too long to find your way through his castle and he is quite easy to kill. To defeat the skulls, stand in the middle of the screen and hack in random directions like crazy — crude but effective!

To kill the goblin simply jump over the rings he fires and shoot him with arrows. He soon dies and you can collect the magic arrow and get out as fast as you can.

Next you must kill the evil statue which is found at Mt Osgul. The herb you got earlier will bring it to life. Shoot arrows at its torso to kill it and jump to avoid the anekes and laser beams.

Next stop is Harlin Castle where the king tells you to go to the Shaghart. Find your way through the maze and you will meet Ra Goon himself! I won't reveal how to kill him because it would spoil the surprise.

HIGH SCORES

Welcome to The Official UK Computer Highscore Table. Scores are coming thick and fast, and records are being broken all over the shop — including some of mine (boo)! Mind you, I'm surprised none of you have beaten my crappy Arkanoid highscore — come on, get playing! If you've got some hot highscores put 'em on a postcard or on the back of a sealed-down envelope (NOT INSIDE THE ENVELOPE) and send them to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. All top scores are included in the table to give you the definitive highscore reference table.

SEGA

ACTION FIONTAN

1,098,930 Paul Stokes,
Aberdare, Wales

AFTERSUNNEN

6,578,300 Paul Cayzer, Widnes
ALEX RIDD (LOST STARS)

110,600 Peter Ramdine,
Stafford

ALTENEO BEAST

483,500 Christian Cirocu,
Chesham, London

ASTRO WARRIOR

1,125,400 Paul Cayzer, Widnes
AZTEC ADVENTURE

256,400 Peter Ramdine,
Stafford

BANN PARIC

802,850 Sherif Salama, Egypt
BLACK BELT

1,040,700 Thomas Jones,
Farnham

BOMBEN NAID

802,700 Jason Mara, London
CNOPLIFTER

861,000 David Barden, Norwich
DOUBLE DRAGON

481,000 David Barden, Norwich
FANTASY ZONE

72,865,100 Peter Ramdine,
Stafford

FANTASY ZONE II

8,541,980 Jon Evans, Walsall

GARGSTEN TOWN

154,050 Jonathan Duahelko,

Pinner, Middx

GLOBAL DEFENCE

541,160 Anthony Hoult, Walsall
GRDST ROUSE

272,850 Owen Slater,
Kirkby-in-Ashfield

NANO-ON

4,725,410 Simon Fiescher,
Stoke

RESEIDER

118,100 P Hadd, Stroud, Glos
MY HERO

11,773,030 Sean Hanna, Newry,
Co Down

OUT NUR

53,730,420 Allan Black,
Deaborough, N Hants

POWER STRIKE

65,242,300 Paul Stokes,
Aberdare, Wales

QUANTET

2,844,010 Jon Evans, Walsall, W
Middx

NANBO III

64,000 Mark Duahelko, Pinner,
Middx

RAMPAGE

851,600 David Barden, Norwich
NASTAR

381,000 Nicholas Ball,
Stoke-on-Trent

RESCUE MISSION

571,400 Paul Stokes, Aberdare,
Wales

R-TYPE

2,207,400 Simon Kidson,

Petersfield

SECRET COMMAND

3,285,400 Paul Stokes,
Aberdare, Wales

SHIROBI

957,740 Graeme Little, Carlisle
SPACE HARRIER

29,998,720 Jon Evans, Walsall,
W Middx

SPACE NANNIEN 3D

12,035,670 Allan Black,
Deaborough, N Hants

TRUDDER BLADE

2,594,000 Owen Slater,
Kirkby-in-Ashfield

WORDERBOY

(MONSTERLAND)
7,657,180 William Wong,
Chapel, Stockport

ZILLIDR II

352,100 Ian Houghton, Burbage

NINTENDO

CASTLEVANIA

999,999 Lee Watkins, Bristol
RURU-FU

524,330 Paul Vickers, South
Wirral

ORAGIUS

12,670,900 Julian Rignall,
C+VG

PRO-AM RACING

265,388 Mike Carless, Exeter
SUPER MARIO BROS

9,999,990 David Hillhouse,
Workington

TOP OUN

151,000 Leigh Balgent, London

PC ENGINE

ALIER CRUSR

76,080,400 Onn Lee,
Nottingham

CHAM ARO CHAN

869,250 Jeff Lewis, Birmingham
DRUMMER MASTER

999,999 Tony Loranzo, London
DRAOOR SPIRIT

640,000 Robert Zengeria,
London

FANTASY ZONE

124,300 Duncan Tarrett,
Chalfenham, Glos

OALADA 68

1,318,740 Julian Rignall, C+VG
OURNEO

1,780,500 Julian Rignall, C+VG
LEGION BART AXE

3,676,260 Dave Rose, Boreham
Wood

R-TYPE

973,300 Onn Lee, Nottingham
SON SON II

208,300 Dave Rose, Boreham
Wood

SPACE NANNIEN

26,850,000 Martin Harris,
Burton-on-Trent

TWIN NELI

936,700 Julian Rignall, C+VG
VIOLANTE

15,120 Duncan Tarrett,
Chalfenham, Glos

C64

ARRARIOIO

357,330 Stig Serjansen, N
Ireland

ARMALYTE

30,367,400 Denny Gleghorn,
Workop

BOMBIZAL

117,330 Stig Serjansen,
Herning, Denmark

BLASTENIDS

1,244,650 Richard Wyatt,
Pontycymer, S Wales

BUBBLE BOBBLE

4,000,150 Richard Wyatt,
Pontycymer, S Wales

DALEY THOMSON'S

CHALLENGER

10,260 Tony Repo, Helsinki
DRAOOR RINJA

73,375 Robert Metcalf,
Abingdon, Oxon

GREAT OIARRA SISTERS

91,580 Stig Serjansen, Herning,
Denmark

IN+

308,000 Roberto Sporkalede,
Holland

LAST RINJA II

990,810 Tim Picquet, Darwen,
Lancs

OPENATION WOLF

426,259 Eelco Hoogseun,
Alphen, Holland

PACMANIA

689,940 James Paul,
Bridgewater, Somerset

N-TYPE

424,640 Jason Haynes, Victoria,
Australia

SALAMANDER

240,000 K Mackay, Marsa, Malta
SILKWORM

299,000 Iain McLaughlin, High
Wycombe

TURBIDBLADE

1,400,000 Brian O Dowd, N
Ireland

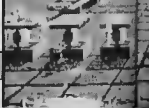
ST

AFTERSUNNEN

31,540,000 Louis Moloney,
Birmingham

ALIER STNOROME

936,400 Andrew Stamp,
Portsmouth, Hants



HIGH SCORES

ARKAROID

730,390 Julien Rignall, C+VG

ARKAROID II

353,330 Daniel Vye, Brighton

BAAL

183,450 Stephen Simpson, Otley

BACHLASH

1,450,800 James Boyd, London

BETWYD THE ICE PALACE

13,300 Daniel Vye, Brighton

BLASTEROIDS

1,220,600 Julien Rignall, C+VG

BUBBLE BOBBLE

6,345,720 Colin Tracey, Colchester

BUGGY BOY

107,340 Colin Tracey, Colchester

ELIMINATOR

642,564 Horneas Spencer, Redditch, Worcs

EMPIRE STRIKES BACK

550,166 Ian Pinder, Pudsey

FLYING SHARK

3,072,600 Conrad Rodzaj, Bristol

IK+

205,100 Niklas Aronsson, Sweden

IKARI WARRIORS

26,000 Daniel Vye, Brighton

LEOSTORM

806,950 Richard Davis, London

OPERATION WOLF

118,350 Daniel Vye, Brighton

OUTRUN

Richard Davis, London

PAGLAND

56,300 Daniel Vye, Brighton

RETURN OF THE JEOP

126,955 Ian Pinder, Pudsey

ROBOCOP

394,010 Jim Robertson, London

R-TYPE

523,220 Horneas Spencer, Redditch, Worcs

SIDE ARMS

2,050,800 Stu, Melton Mowbray, Leics

SPACE HARRIER

4,919,000 John-Paul Brazier, Walsall

STARLIER II

529,590 Stephen Simpson, Otley

STAR WARS

2,388,430 Paul Livesey,

Stockport

SUPER RAR-O-R

30,142,658 Kenneth Ritchie,

479,000 Giles Taylor, Eastleigh, Hants

SPECTRUM

AFTERBURNER

59,555,000 John Bristow, Erith, Kent

DOUBLE DRAODR

112,040 Robert Preston, Warley, W Mids

WEC LE MANS

211,500 David Crosby, Isle of Wight

ORADOR RIRJA

936,000 Paul Bristow, Erith, Kent

FIREFLY

1,643,290 Robert Preston, Warley, W Mids

LAST RIRJA II

246,870 Robert Preston, Warley, W Mids

OPERATION WOLF

444,540 Ben Smyth, Codsall, W Mids

OUT RUN

20,754,240 Robert Preston, Warley, W Mids

ROBOCOP

1,432,010 Patrick Duffy, Redcar, Cleveland

ROLLING TRUNDER

103,680 Robert Preston, Warley, W Mids

ROBOCOP

2,386,200 R McDonald, Thurnby, Leics

SOLOMON'S KEY

Paul Cayzer, Widnes

SORCERY PLUS

57,350 Nik Mills, Walsall

TRUNDERBLADE

618,510 Richard Davis, London

AMSTRAD

AFTERBURNER

22,312,020 David Crosby, Isle of Wight

BARBARIAN II

23,570 Neil Franklin, Swanley

BLASTEROIDS

106,850 Tim Goldsby, Cheltenham, Glos

BUOY BOY

123,760 R McDonald, Thurnby, Leics

CRAZY CARS

6,771,560 Phil Lloyd, South Wirral

OAK SIDE

6,518,000 Stu, Melton Mowbray, Leics

DRAGDR RIRJA

119,000 Miles Wilkes, Ashford, Kent

ORVOR

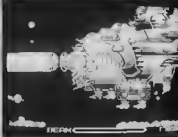
960,000 P Turling, Bishop's Cleeve, Shropshire

OPERATION WOLF

447,350 Paul Glunman, Harrow, Middx

OUTRUN

56,708,370 R McDonald, Thurnby, Leics



AMIGA

AFTERBURNER

12,383,910 Stephen Watson, Darlington, Co Durham

DATASTORM

189,080 Julien Rignall, C+VG

DEARIES

53,900 Peter Evans, Horsham

RTBIS

1,856,275 David Parkinson, Wakefield

LEOSTORM

560,838 Steven Howard, Lowestoft

OPERATION WOLF

1,021,122 Jęgi Rehl, Crayford, Kent

PACMARIA

4,560,430 Allan Black, Desborough, N Hants

ROADBLASTERS

1,912,624 Allan Black, Desborough, N Hants

SILKWORM

750,100 Andrew Rowley, Billerica

SPACE HARRIER

7,566,980 Allan Black, Desborough, N Hants

STARLIER II

385,492 Kevin Griffiths, Wolverhampton

SUPER RAR-O-R

22,118,682 Richard Shaw, Keyworth, Notts

SWOARD OF SOGAR

356,750 Carl Bates, Woolwell, Plymouth

TEST DRIVE

37,072 Khalid Issa, Sharjah, UAE

TEST DRIVE II

81,230 Khalid Issa, Sharjah, UAE

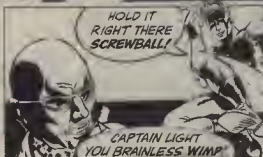


CAPTAIN LIGHT

DARK DESTROYER THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....

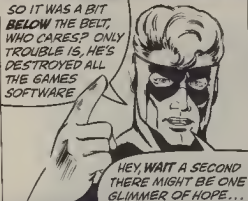


HOLD IT RIGHT THERE SCREWBALL!



CAPTAIN LIGHT YOU BRAINLESS WIMP!

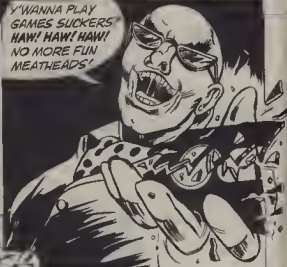
SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE



HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE...

DARK DESTROYER

Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!



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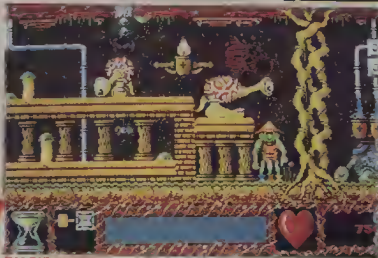
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SWITCHED ON FOR LEISURE

The Personal Computer Show is presented by Personal Computer World Magazine a VNU publication
Organisers: Montblümel Ltd, 11 Manchester Square, London W1M 5AB

The normally green and pleasant tree world of Dendra has been invaded. Not by Commies, Capitalists or even cute teddy bears, but by something far worse: vermin.

Seeing as arboreal flora can't protect itself against such an onslaught, Jake the three-legged, big-nosed Verminator has been called in to wipe out all known infestations. He's initially equipped only with a trusty hammer and enough cash to buy a couple of items from the local shop, grabbing hold of a teleport pass and catapult, he begins his battle against the mutant



BY FIREBIRD

▲ Worth a lotta leggies.

VERMINATOR

infestations.

Dendra is divided up into regions of push-scroll screens. These areas are all populated by some pretty rusty opponents: dangerous plants and animals, muggers, policemen and debt collectors, all of whom deplete your energy rapidly on contact.

Extra weapons can be bought with money, including medi-orbs (which give you three lives), a mushroom sack to collect valuable poisonous fungi, and

▼ Bash the vermin!

more weapons than you could shake a third leg at.

Some weapons are more effective than others at killing the vermin — and the better the weapon, the more readies you need. Unfortunately, you can only carry four items at once, and selling them back to the shopkeeper only rewards you with half the money you spent — so choose carefully.

Cash can be gained in several ways. You can go and gamble in a

casino, where you've got a choice of dice, blackjack or a fruit machine, you can borrow some from a bank or loan shark, you can sell possessions, or, if you wait till the end of the week, you're paid a measty wage.

Muggers will relieve you of all the money you've got unless you punt them to death with the nearest available weapon.

After each seven days' vermin-bashing you're given a progress report. From here you can save the game position and read all the mail and messages you've received, which includes valuable information on the kind of vermin that will be abundant the following week, and the best way of killing them.

Verminator isn't original by any means, and it takes a lot of effort to get into. The vagueness of some graphics and the lack of adequate sound effects means you sometimes lose energy quickly without realising it.

UPDATE

Other versions are planned, but there are no details at present — we'll keep you posted.

Dendra is a large world and provides enough fodder for mappers to drool over, but exploration can become a chore because of the lack of variety between screens. The action does get more enjoyable with better weapons, and the gambling house is a fun way to fritter away your money, but the action is a bit too slow and repetitive to offer much lasting interest.

GORDON HOUGHTON

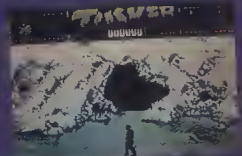
ST £24.99

GRAPHICS	69%
SOUND	44%
VALUE	59%
PLAYABILITY	60%

The bank, mobsters, casino, shops and weekly reports add variety to dull exploration, but it's ultimately just another arcade adventure. Fun for a short while only.

OVERALL 61%





▲ Tusker.

As far as I remember there hasn't been a computer game that features elephants to any great extent, so *Tusker* is a real ground-breaker in the field.

In it you play a rugged Indiana Jones type whose explorer dad has just popped his clogs on the road to the legendary Elephant's Graveyard. You've decided to follow in your father's footsteps, and search a flip-screen version of the wilds of Africa for this hoard of priceless ivory.

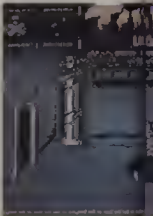
On the C64, the game comes in three-part multiload form, starting with you somewhere in the desert. There's sand, sand, sand as far as the eye can see, but the place is teeming with sword-wielding Bedouins and zombie tribesmen, who, for reasons known only to themselves, would like nothing better than to make Explorer Cous Cous from your gnts. Every time you're wounded by their clubs and pointy sticks, you lose pixels from a jar of blood in the status area to show that you're getting a little nearer to your maker. However, being well-versed in the art of fisticuffs you can punch and kick most assailants until they're just a pile of bones in the sand.

Tougher situations call for tougher weapons, and there are a flippin' load of those lying around the place. Seriously toolled-up explorers don't walk the savannah unless they've got a dagger, machete and long-range weapons like a sling and pistol in their armoury. You can hold a full complement of weapons simultaneously, and select one by highlighting it in a weapons box at the top of the screen.

Reaching the Elephants' Graveyard is a test of brains as well as brawn, though, and you

BY SYSTEM 3

have to keep an eye out for useful objects which might be of use further on in your adventure. Water flasks keep you alive in thirsty moments, but there are a host of magical artifacts which are



▲ Make a map.

REVIEW



A Bash the enemy.

TUSKER

what you need to get through the jungle village and the temple in the second and third loads. In the later levels you're faced with adversaries far more dangerous than the fencing

▼ Watch out for those tears.



sheikh. The second load features giant bouncing skulls, weeping idols with deadly tears and giant marsh monsters which spring out of the ground, give you a good locking and then spring back down.

The third load is a sort of "Land That Time Forgot" affair, in which you have to duck swooping Pteranodons and avoid hungry water dinosaurs and even giant carnivorous plants!

The definition of the graphics for these beasts and the jungle backdrops is excellent, and the hero of the piece, a stubble-chinned specimen of spritzhood with the lope of a man half-knackered, is impressive.

A bit of variety always makes a game a bit more interesting to play, and Tusk's multitude of different scenes help lend the gameplay that variety. You can be wading through an underground river, dodging crocodiles one minute, and duelling up tribesmen in ancient temples the next, which isn't a particularly nice way to behave, but it's quite good fun. The puzzle bits combine nicely with the hitting people bits to make a game that plays very similarly to The Last Ninja duo. And considering how playable those two were, I'd say System 3 were onto another winner.

UPDATE

Versions for Spectrum, Amstrad, Amiga and ST are in the pipeline. They should all feature the same gameplay, though, as the early Amiga screen shot on this page shows, the 16 bit versions will at least look the smartest of the bunch.

C64 £9.99

GRAPHICS 82%

SOUND 71%

VALUE 80%

PLAYABILITY 84%

Last Ninja meets Indiana Jones in an adventure beat 'em up par excellence.

OVERALL 83%

KICK



OFF

**BLISTERING PACE
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A Soccer Simulator which is not only accurate and realistic but is also great fun to play

Whatever your style of play may be, be it playing the Long Ball or playing the Sweeper, your players will be in position to receive the passes, control the midfield and tackle an advancing striker. Each player on the field is an individual with a unique combination of four attributes - Pace, Accuracy, Stamina and Aggression. Watch out for the Brazilians at the International level, they are dynamite.

* Full size multi-directional scrolling pitch with scanner showing all the players on the field.

* Option to practice and learn ball control, take corners and practice penalties.

* 5 Skill levels, International to Sunday League. The levels of both teams set separately. The ultimate challenge is the defeat of the star studded team of Internationals by the Sunday League of neophytes. A super human test of skill and concentration.

* One or two players option. * 4 distinct tactics.

* League competition for 1 to 8 players. Load and Save League facilities.

* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

* 9 types of Corner kicks, Penalties, Yellow and Red cards and a host of other features like players getting tired by the end of the game, time wasting, injury time, etc.

PLAYING IT EASY

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VROOOM

WIN A £250 RADIO CONTROLLED CAR WITH MICROPROSE

Did you see the Stunt Car review last month? It's a fab game, innit? Microprose are pretty chuffed with it too. In fact, they're so pleased they've decided to get together with us and organise this fab comp. On offer to the lucky winner is an amazing radio controlled stunt car, worth over £250!

And that's not all. There are also ten runners-up prizes of mini motorized stunt buggies and Microprose software goodies-bags! Brill, sh?

So what have you got to do? Well, we want you to design your very own stunt car. Put your thinking cap on, get out your finger paints and crayons and draw us an utterly fabbo car. It can be as outlandish as you like — it could be a stone age rockmobile, a futuristic nuke 'em vehicle or just a spindiferous turbo machine. It's up to you. If you're a cruddy artist, don't worry. It's interesting design we're looking for, not nifty brush techniques.

When you've finished your masterpiece, write your name and address on the back and pop it in the post to: FLIPPIN' HECK WATCH OUT GRANNY YOU NEARLY WENT UNDER THE WHEELS OF MY AMAZINGLY FAST MEGA MACHINE COMP, C-1 VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

The closing date is September 16th, so you've got loads of time to do your picture.

PICTURE BY KIND PERMISSION OF RICHARD KOHNSTAM LTD



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BY ACTIVISION

DYNAMITE DUCK

There are some video games, but I don't think I've ever entered anything as outrightly bizarre as *Dynamite Duck*. I don't know what sort of acid-casualty freako thought up the game, but I wouldn't be surprised if he could be found gibbering in a padded cell every full moon.

I mean, can you believe a game that casts you as a cute Woody Woodpecker lookalike who strolls through town punching the shinola out of savage bouncing sausage dogs, spronging moose heads, rabbits on springs and marauding gangs of field mice?

But even though its got a weird factor of about seven million, it's brilliant fun to play

▼ *Bazooka time!*



▲ Watch out for the springy fox

Here's why...

The original coin-op made a brief appearance in one particular London arcade last year, and I

played it solidly for four days before it was taken away, never to be seen again. "Boo hoo!" said I, "cos it was a great game. Well, Activision have bought the computer rights, so at least you can play this coin-op rarity in the privacy of your own room.

The game casts one or two players in the role of Woody Woodpecker clones, and the idea is to simply bash your way through six horizontally scrolling levels of action.

Along the way there are a wide variety of wild 'n' wacky weirdo enemies which attack the dux on sight and attempt to reduce their energy bars to zero, which means duck death. The dux can defend themselves, though, by punching an oncoming



▲ Cows of doom!

baddie in the mush. Keeping the fire button depressed for a couple of seconds makes the duck swing his arm like a propeller and he lets rip with a mega punch with a massive fist the size of himself! POW!!

There are only two combat moves (it's a shame there aren't more), but the waddling duo can also pick up extra weapons, including flame throwers, bowling balls, happy, smiling bombs that go BOM! when they land on a baddie, water pistols, homing missile launchers and bazookas.

With all this weaponry, the game sounds like it might be easy. No chance! Along with the regular baddies I've already mentioned, there are also combat foxes that fire mortar shots and SAM missiles, alligators on pogo sticks, moles wearing hard hats, ninja foxes, rocket-boosted cows, skating dogs and pigs on trolleys amongst other things! They all hound the duxs throughout the game and attempt to provide maximum hassle, especially on later levels.

LITTLE



on their webbed toes

The only moans that I've got about this conversion is that it plays just a little bit on the slow side (although much of the time you don't really notice, especially when a gang of nine formation-bouncing dog heads come springing around a corner) and the lack of combat moves, which might prove nigglesome to fans of other fighting games like Double Dragon.

That aside, Dynamite Dux is a highly enjoyable and very challenging beat 'em up which is destined to gather a cult following.

JULIAN RIGNALL



▲ *Dynamite dux.*

And there it is: a simple, lovely-looking, outrageously weird, yet strangely cute alternative beat 'em up. It's great fun to play, especially with two players, and there's loads of action to keep the toughest dux

UPDATE

Dynamite Dux will be released on the Amiga and all 8-bit machines. The Amiga will boast beefed-up sound effects and a better soundtrack, and the 8-bits will have less impressive graphics than the ST, but will retain much of the gameplay.

ST	£19.99
GRAPHICS	85%
SOUND	82%
VALUE	81%
PLAYABILITY	86%

Weird and wonderful cute beat 'em up with a wonderful sense of humour, marred only by a lack of different combat moves. There's plenty of action though, and it's all highly enjoyable.

OVERALL	82%
----------------	------------

REVIEW



GAMES FOR ADULTS

Microstyle is the new software label. The new option for those who demand fun, excitement and challenge from life.

Each game is specifically written for the ST and Amiga, making full use of the capabilities of these machines. So they produce stunning graphics and superb gameplay.

A detailed motor bike racing simulation, Honda R.M.F., is the first Microstyle title available from all good software stores.



Micro Style

RAINBOW WARRIOR

RAINBOW WARRIORS

The worlds first environment friendly software!

At last, an all action game that presents a solution to the environmental dilemma faced by the entire human race. Rainbow Warriors is an action game with real depth and meaning. It simulates seven campaigns of Greenpeace members over the last few years.



*Mac OS
Style*

GAMES FOR ADULTS



REVIEW

► ST AMIGA



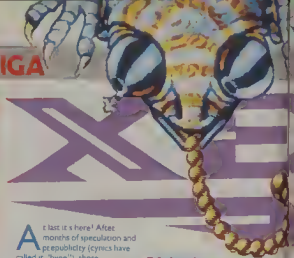
▲ Super Ninjas — all weapons active



▲ Xenon II: Megablast — you're not out, Oryx!



▲ Megablast — no extra lives



At last it's here! After months of speculation and prepubility (cynics have called it "type"), those programmers with Speedballs, the Bitmap Brothers have finished their magnum opus and I'm happy to report that the wait was 100% worth it.

As you must know by now, Xenon II: Megablast is a vertically scrolling shoot 'em up with bolt-on extra weapons to help keep those aliens extra warm. There's no plot as such, but play is set over five beautifully-drawn, full-screen multi-speed bi-directional, parallax scrolling levels each of which takes its graphical inspiration from a different evolutionary epoch.

Your little spaceship starts the game winging its way through the undersea world of the Cambrian era, when the Earth was populated by sea slugs, peculiar shellfish and flat worms which wriggle in and out of coral structures. Subsequent levels take you through an insect-infested forest, a fishy scenario, a land of dinosaurs and finally, a futuristic space landscape populated by robot craft. Sooner or later the monsters all yield to a few bolts of hot photons so pump that fire button and they're gone. Or, from a bubble

▼ Confrontation



that's left behind

In the bubble there's an identifying letter to let you know what you can collect by running into it. Sometimes it's a smart bomb which nukes the entire screen and the nasties in it, but more often than not it's lovely cash to line your pockets.

The dash comes in handy halfway through each level when the weapons shop appears. When you enter this section you're faced with the alien trader who's listening to Tim Simenon's (Bomb The Bass) sampled Megablast soundtrack on headphones, suitably filtered to make it sound just like you're

C+VG
HIT!



XENON 2

BY IMAGEWORKS



sitting on a bus next to an alien trader playing Bomb The Bass too loud over his headphones.

If you've got the dosh, you can pick up a MEEEEAN arsenal. As well as the standard stuff there are mines, side shots, multi-firing

drone ships, rear and split lasers, homing missiles and drone-mounted super shot cannons, flame throwers and macro lasers. One of the best collectables has to be Super Nashwan Power, which gives you

▼ *Grab the bubble*



all the weapons for ten glorious seconds of unadulterated blasting.

As well as being able to buy, you can also trade in your old gear for cash, but being an untrustworthy sort of alien, the trader will only give you half of what you paid for them.

For a price the trader will even advise you on what weapons you'd best buy to get you past the huge (sometimes

multi-screen) end-of-evil monster sprites.

Overall, *Xenon II* is an impeccable product, and not just because of these gorgeous graphics, or the Bitmaps technical feats that people were saying the ST wasn't capable of last year. It's gameplay that makes a game like this, and *Xenon II* has bags of that. It's fast, it's fun, it's addictive. Hype! Ha! When the game is this good who needs it?

PAUL GLANCEY



▲ *Hello, ugly*

AMIGA £24.99

Using the samples from the recording, David Whittaker has transferred the whole Megablast track into the Amiga version, and the bass line backs the action throughout the game. Utterly superb.

OVERALL 96%

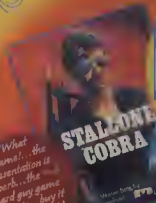
ST £24.99

GRAPHICS 97%
SOUND 83%
VALUE 94%
PLAYABILITY 91%

Terrific graphics, sound and gameplay make this undeniably the best blast of its type on the ST. A definite "must buy".

OVERALL 94%

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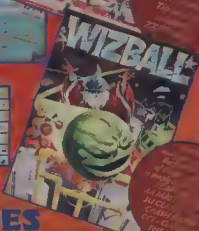
"What a game!... the presentation is superb... the hard guy game there is... buy it now" CRASH



This
 programming
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 "You'll want to play
 again and again
 SING USERCircle
 CRASH Smaller



Playability
from the first
volley. A few
unrecoverable ones add
to the excitement.
C & VC
"Fast, playable and
unusually superb
VC"



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scuba-divers in an attempt to locate and capture an enemy bathyscape.

As it wasn't hard enough, once in the bathyscape you've got to find the sub while single-handedly bearing up huge octopi hidden in caves and a 1200kg sea monster.

Fortunately, at the end of all this you're given a code for Part Two, so that once you've successfully managed Part One you need never play it again. Inside the submarine the game becomes a little more enjoyable

you can wander around rather than being constantly set back by the linear shoot 'em up action of the First Part. There's just one snag, however: you need codes to open doors which are found only on appropriate officials - for example, to open the door to the base of the reactor you need to obtain the Machine Official's code (by shooting and searching him) and then transmitting that code to the central computer.

The object is to blow up the reactor and escape alive, and it's made much more enjoyable by the weaponry available to you particularly the flamethrower which handily roasts anyone stupid enough to come within twenty feet.

Enemies are only useful for a couple of things: codes, target practice and extra fire. It's gratuitous but it's also good fun. If you've bought a Dynamic game before you'll know what to expect: lots of frustration but

NAVY MOVES

Does anyone out there remember *Army Moves*? Even if you don't, this is the sequel which, instead of putting you at the wheel of a cutty jeep pops you into a cutty speedboat and other forms of aquatic transport.

Both games were conceived by Dynamic, a group of programmers big in Spanish software circles. Fresh from a vacation spent flexing your muscles and learning to swim, you're assigned the task of locating (Part One) and destroying (Part Two) the nuclear submarine U-5544 - a mission curiously named Operation Octopus.

The briefing provides you with vital information on how to deal with the enemies ahead of you, and even gives you a map of the submarine itself. Sounds simple? Not so last. Part One comprises three sections, each one with a specific type of deadly enemy to combat. The first sees you in a motorboat avoiding mines and bumping off enemies with your trusty United Defence Model II rifle. In much the same way as the jeep sec-

tion in *Army Moves*. Then it's oxygen tank at the ready as you plumb the ocean depths in a suit of high sensitivity lubricated latex. Tending off sharks and



plenty of action. The instructions are pretty good, even to the extent of giving you a few handy hints on badie-bashing. It's just a pity that the graphics are below par and the difficulty level is at the point where the TV goes out of the window.

AMIGA	£19.99
GRAPHICS	75%
SOUND	72%
VALUE	41%
PLAYABILITY	32%

To all intents and purposes the same as the ST, unfortunately there's just not enough enjoyment for your money.

OVERALL	34%
---------	-----

ST	£19.99
GRAPHICS	73%
SOUND	67%
VALUE	41%
PLAYABILITY	32%

Smaller graphics than the Commodore, but the gameplay is just as tough and frustrating. Recommended only to masochists.

OVERALL	34%
---------	-----

C64	£9.95
GRAPHICS	55%
SOUND	75%
VALUE	59%
PLAYABILITY	29%

Even though these use only four levels the rapidly tough gameplay means most people will spend hours of frustration completing them. The C64 is capable of much more than *Navy Moves* has to offer in terms of graphics and sound (despite the decent title tune), and there are many more (better) military games than this.

OVERALL	33%
---------	-----

UPDATE

Navy Moves is available now on all major formats, at a price of £9.95 (8-bit) and £19.99 (16-bit), so you can all suffer together.

The next
superb release from



He had been out beat.
The train on his patrol had been
free from crime. He had seen to
that. But the death of his 'Green
Beetle' brother from a drug
overdose sent him over the edge.
Seeking renaissance he hunted
drug dealers.

He became well known as a
renegade—the **FALLEN ANGEL**.
Wearing his brother's helmet as a
tribute, he was a familiar sight on the
New York subway network. A man to
be avoided at all costs.

By chance he uncovered a drugs
ring which was using the subway
system as a distribution network.
The destruction of these people
became his only goal.

He became the judge, the jury and
the executioner: an Angel of Death.
FALLEN ANGEL is a fantastic
scrolling arcade-action game spread
across four major city rail networks
beats your way up and down the trains
and platforms of the London 'Tube',
Paris 'Metro', and New York and
Berlin Subway systems.

Find and destroy the local drug
dealers and their henchmen.
Collect information to take you
closer to the end 'Mr Big'.
But beware! Your adversaries are
not just highly trained thugs but
often crack drug bands, oblivious
to pain.

This is no time to feel
sorry. As you balance
men's guile on a narrow
line above the hard
concrete below, a head
for heights is a real
bonus.

There's a suspenseful race
back and the Green
Comet and the Green
munching Gremlin are on
your heels. You may over
your head and miss the
moving platform. And
curses the day you
became a high steel
monkey!

A great wave story is screaming the
beaches of Angry Island. A grin
discovery confirms the worst—his
cut-throat and he's hungry.

In desperation, Mayor Vaughn turns
to you, Police Chief! Ready. With
your two colleagues, Hooper the
shark expert, and Quetz the marine
shark hunter, you set off in rescue
the lethal weapons from the sea bed
and kill the unsavory intruder.

JAWS



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Then came capture. The
Two
conspire to eradicate 'the
CIA said. Drafted into the
US Navy STEGAR is
wanted to be a brand new
pilot. Only the
Secret Command knew
the STEGAR is no
ordinary pilot.

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AMIGA TOP 20

1	(1)	Populous	EA	94%
2	(1)	Kick Off	Ance	84%
3	(2)	Lords of the Rising Sun	Mirrorsoft	83%
4	(6)	Forgotten Worlds	US Gold	82%
5	(3)	Blood Money	Prynosoft	81%
6	(13)	Silkworm	Virgin	81%
7	(5)	Soccer	Microprose	80%
8	(7)	Genship	Microprose	79%
9	(-)	Dragon Ninja	Ocean	73%
10	(14)	Millennium 2.2	Activision	68%
11	(8)	Falcon	Mirrorsoft	93%
12	(4)	Lombard RAC Rally	Database	83%
13	(18)	Out Run	US Gold	78%
14	(-)	Ren the Gunmetal	Ocean	82%
15	(18)	Sword of Sedan	Galaxstar	85%
16	(-)	World Class L'heard	US Gold	81%
17	(-)	Personal Nightmare	Horrorsoft	84%
18	(-)	Grand Monster Slam	Rainbow Arts	78%
19	(-)	Balance of Power 1990	Mirrorsoft	80%
20	(-)	Test Drive II	Accolade	90%

A heap of new entries suggests a high turnover of top quality products on the Amiga these days. The top of the chart hasn't changed that much though, apart from the much deserved appearance of Kick Off and Silkworm.

JULIAN'S TIPS

INDIANA JONES AND THE LAST CRUSADE Judging by the film's reception, both arcade and adventure games have to hit the top.

FIENDISH FREDDIE Superb graphics and a wacky sense of humour make this circus sports game one to watch out for.

CONFLICT IN EUROPE Remarkable war game of universal appeal, so it should do well.

OUTSIDE BET

THUNDERBIRDS Fun arcade adventure, nicely packaged and no strings attached!

Populous and Robocop stay out of trouble in the top spot for another month. Forgotten Worlds, Honda RVF and Battle Chess stride up the chart knocking previous favourites Voyager and Falcon down amongst the new releases.

JULIAN'S TIPS

BLOODWYCH Could be a big hit with ST role-players
INDIANA JONES AND THE LAST CRUSADE The success of the movie should mean deserved success for the game.
LICENCE TO KILL Nifty film license which must surely make an impact next month.

OUTSIDE BET

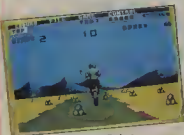
KULT Classy adventure game from across the Channel which is capable of big things.

ATARI ST TOP 20

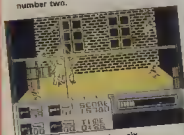
1	(1)	Populous	EA	94%
2	(2)	Saboteur	Ocean	90%
3	(13)	Forgotten Worlds	US Gold	87%
4	(3)	Soccer	Microprose	85%
5	(4)	Dragon Ninja	Ocean	81%
6	(15)	Honda RVF	Microprose	80%
7	(14)	Battle Chess	EA	82%
8	(6)	Kick Off	Ance	84%
9	(-)	Silkworm	Virgin	84%
10	(9)	Millennium 2.2	Activision	88%
11	(7)	F16 Combat Pilot	DI	79%
12	(-)	Out Run	US Gold	75%
13	(8)	Falcon	Mirrorsoft	93%
14	(-)	3D Pool	Firebird	80%
15	(-)	Grand Monster Slam	Rainbow Arts	78%
16	(17)	Fox School II	Database	78%
17	(5)	Voyager	Ocean	81%
18	(-)	Personal Nightmare	Horrorsoft	84%
19	(-)	Landerboard	US Gold	84%
20	(16)	Lombard RAC Rally	Database	83%

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.



▲ Cheap but cheerful? Enduro Racer rides rough-shod over the opposition, straight to number two.



▲ Robocop — Nearly six months in the top spot makes it a record-breaker.



▲ Silk Worm wriggles into the bottom end of the chart.



▲ Gauntlet II's new budget price helps earn it a place at number 12.

ALL FORMATS

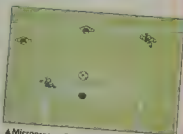
		GAME	CODE
1	(1)	ROBOCOP	OC
2	(-)	ENDURO RACER	HIT
3	(20)	POSTMAN PAT	ALT
4	(-)	D. THOMPSON'S DECATHLON	HIT
5	(2)	SOCCER	NIC
6	(-)	FORGOTTEN WORLDS	US
7	(14)	1942	ENC
8	(7)	DRAGON NINJA	OC
9	(4)	TREASURE ISLAND DIZZY	CO
10	(8)	FAST FOOD	CO
11	(11)	EMLYN HUGHES SOCCER	AU
12	(-)	GAUNTLET 2	KD
13	(-)	ARCADE FLIGHT SIMULATOR	CD
14	(-)	ARMY MOVES	HT
15	(-)	SILK WORM	VR
16	(10)	RUN THE GAUNTLET	OC
17	(-)	RAMBO	HT
18	(16)	SHANGHAI WARRIORS	CD
19	(15)	ROAD RUNNER	KD
20	(5)	TURBO ESPRIT	EM

The record-breaking Robocop seems invincible and 22 weeks after it hit the number one spot, it's still there. Surprisingly, Populous is out of the

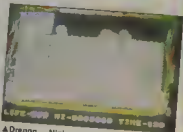
PLATS TOP 20

COMPANY	SPEC	AMS	C64	ST	AMI
OCEAN	●	●	●	●	●
HITSQUAD	●	●	●	-	-
ALTERNATIVE	●	●	●	-	-
HITSQUAD	●	-	●	-	-
MICROPROSE	●	●	●	●	●
USGOLD	●	●	●	●	●
ENCORE	●	●	●	-	-
OCEAN	●	●	●	●	●
CODEMASTERS	●	●	●	-	-
CODEMASTERS	●	●	●	-	-
AUDIOGENIC	●	●	●	-	-
KIXX	●	●	●	-	-
CODEMASTERS	●	●	-	-	-
HITSQUAD	●	●	-	-	-
VIRGIN	●	●	●	●	●
OCEAN	●	●	●	●	●
HITSQUAD	●	●	●	-	-
CODEMASTERS	●	●	●	-	-
KIXX	●	●	●	-	-
ENCORE	●	●	●	-	-

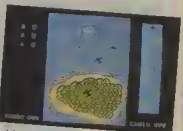
chart, its number two spot stolen by the re-released Enduro Racer. Postman Pat puts his van into overdrive and scoots up 17 positions to number 3.



▲ Microprose Soccer is relegated to the number five position



▲ Dragon Ninja fights to maintain its position but drops a place



▲ 1942 begins its ascent, climbing seven places to number seven.



▲ Daley Thompson pole vaults over the other re-releases to fourth place

THE C+VG CHARTS

C64 TOP 20

1	(18)	Enduro Racer	Hit Squad	38%
2	(1)	Rebocep	Ocean	84%
3	(6)	Postman Pat	Alternative	70%
4	(16)	League Challenge	Atlantic	78%
5	(11)	1942	Encore	67%
6	(-)	Army Moves	Alternative	44%
7	(3)	Emlye Hughes' Soccer	Audiogenic	94%
8	(-)	D T's Decathlon	Hit Squad	70%
9	(4)	SAS Combat	Code Masters	64%
10	(-)	Gauntlet II	Kixx	77%
11	(-)	Silkworm	Virgin	85%
12	(-)	Arcade Flight Simulator	Code Masters	40%
13	(13)	Road Runner	Kixx	80%
14	(9)	Speedball	Mirrorsoft	88%
15	(15)	Football Manager II	Addictive	80%
16	(-)	Operation Wolf	Ocean	92%
17	(-)	Game Over	Alternative	47%
18	(20)	Run The Gauntlet	Ocean	80%
19	(8)	Soccer	Microprose	95%
20	(-)	Rambo	Hit Squad	70%

Treasure Island Dizzy is still at number one! Speccy owners are real armchair athletes judging by the hard core of five sports games which run from number five to the eleven slot. Enduro Racer is a more deserving chart topper on the Spectrum than the C64 version.

JULIAN'S TIPS

CARRIER COMMAND Bound to be popular with simulation freaks.

MR HELI Destined for a fast ascent up the chart.

DOMINATOR Gory shoot 'em up action can't fail to attract tough-talkin' blast fans.

OUTSIDE BET

LICENCE TO KILL. Didn't chart this month, but is sure to climb now the film is on wider release.

Cheapo city! You 64 owners are obviously saving up to go on Summer hols to Bognor or summat. Quite what Enduro Racer is doing at the top of the chart is a bit of a mystery — surely you aren't all buying games on the strength of their name alone? Amazingly, Ocean are still kickin' ass with their Christmas licences! Blimey!

JULIAN'S TIPS

MR HELI The 64 version of Irem's cute whirly-blast is reaching for the skies.

CITADEL This classy shoot 'em up deserves to be a big success for Activision.

FORGOTTEN WORLDS At last it's out and chart-bound.

OUTSIDE BET

RESCUE ON FRONTALUS

Classic Lucasfilm entertainment now at budget price.

SPECTRUM TOP 20

1	(1)	Treasure Island Dizzy	Code Masters	75%
2	(-)	Enduro Racer	Hit Squad	87%
3	(3)	Rebocep	Ocean	95%
4	(4)	Fast Food	Code Masters	59%
5	(-)	Postman Pat	Alternative	70%
6	(-)	D T's Decathlon	Hit Squad	69%
7	(-)	Soccer Star	D&H Games	78%
8	(-)	Kenny Dalglish Soccer	Cognito	77%
9	(-)	Advanced Soccer Sim	Mastertronic	79%
10	(5)	Cup Football	D&H Games	81%
11	(-)	Rugby Boss	Alternative	69%
12	(18)	1942	Encore	72%
13	(-)	Running Man	Grandslam	57%
14	(-)	Rambo	Hit Squad	69%
15	(15)	Road Runner	Kixx	78%
16	(6)	Crazy Cars II	Titus	70%
17	(-)	MIG 29	Code Masters	38%
18	(8)	720	Kixx	81%
19	(7)	Run the Gauntlet	Ocean	83%
20	(17)	Shanghai Warriors	Players	70%

C+VG STAFF CURRENT GAME OBSESSIONS

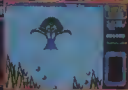
JULIAN RIGNALL: RAINBOW ISLANDS, STRIDER, WONDER BOY IN THE MONSTER LAIR (ARCADES), TETRIS (GAME BOY), JOKERZ (PINBALL), THUNDERFORCE

PAUL GLANCEY: DUNGEON MASTER (YES, STILL), RAINBOW ISLANDS, GALAGA '88 (PC ENGINE), WONDER BOY III (SEGA), THUNDERFORCE (16 BIT SEGA)

Gemini Zedding



AMIGA



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AMSTRAD



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INDY ADV

BY US GOLD/ LUCASFILM

involves more scrapes and escapades than you can shake a bullwhip at. The game follows the plot of the film, and it certainly helps if you've seen it.

The proceedings are controlled by a mouse/keyboard or joystick-driven cursor which is used to select commands such as pull, walk to, etc., from a box at the bottom of the screen. When you pick one and then click on an object, say a door/switch or

whatever, in the main display Indy follows the instructions to the letter, often with humorous results. The variety and combinations of moves and objects is tremendous, and, best of all, this system doesn't suffer from the irritating "I don't understand that word" problem that can dog adventure games.

As well as just choosing commands, there are times when you get direct control over the

Last month we had a review of Indiana Jones III: The Action Game—this month sees the release of Indy III: The Adventure Game, which was programmed by Lucasfilm Games Division in the US.

If the idea of an adventure sounds a bit boring to you, don't turn the page. This game is in fact a highly enjoyable arcade adventure that's very much in the mould of Labyrinth, Maniac Mansion and Zak McKracken and the Alien Mindbenders.

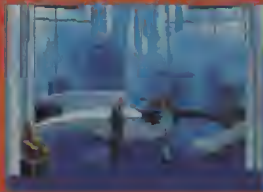
The player takes control of Indy, of course, and the idea is to get the Holy Grail, which

**C+VG
HIT!**

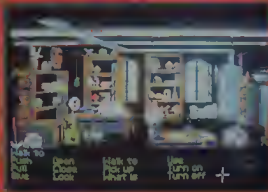


▲ This looks interesting, hero, such as early on in the game when you have the chance to spar with the University's champion boxer!

There are many puzzles encountered throughout the game, and I'm glad to say that they're the lateral thinking type rather than the obscure adventure type clues that often create frustration and annoyance. That's not to say they aren't



▲ Hmmm... What now?



▲ Is that really a good idea?

VENTURE

**C+VG
HIT!**



tough, but the difficulty is nicely balanced so you don't get stuck on one particular problem for too long. And because of that, progression is both rewarding and enjoyable.

What I particularly like about the Indy III Adventure is its amazing presentation. The control method, as I've already said, is superb, but the visual presentation is even better. Many



▲ Indy III Adventure is brilliant. scenes are presented just like ones from the film, with scrolling "camera pans" long shots and many subtle details and neat visual gags to give the game an incredible movie-like quality. Sound is also put to great use, with some excellent spot effects to enhance the atmosphere.

The entire game is massive, and it'll take weeks of solid play to go all the way through — fortunately there's a load and save option!

The game comes packaged with a big instruction manual and also a Greek symbol translation table which is used both as piracy

protection and to decipher parts of the Holy Grail within the game. A neat touch is that if you fail to crack the code when you first start playing (if you don't have a book) you're allowed to continue until you've shown half of the Grail tablet. When you try and translate that, you

UPDATE

The Indy III Adventure is out on ST and Amiga only, and will have similar graphics and gameplay to the PC VGA version, but better sound effects.

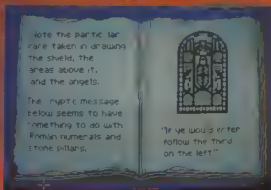
automatically get it laughingly wrong and are told to go back to the University because you're not the man for the job! Indiana Jones and the Last Crusade is a brilliant film tie-in, and a superlative game in its own right. It looks good, plays better and will have you playing for many a long night. Don't miss it.

JULIAN RIGNALL

PC	£29.99
GRAPHICS	91%
SOUND	78%
VALUE	80%
PLAYABILITY	93%
A highly enjoyable and addictive arcade adventure in the mould of Zak McKracken which combines great graphics and sound with superb playability. Indy fans shouldn't miss it.	
OVERALL	91%



▲ Let's see



▲ Ah! So that's what happens.

1



Tank Attack from CDS

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Games Week 85%
Crash 80%

Tank Attack

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2

Forgotten Worlds from US Gold

The cities have been destroyed by the evil Emperor Bios and his descendants. Two superior warriors have been assigned the task of cleaning up the mess and of fighting back. They have a hard job ahead of them.

The game is split into four levels each with its own peril. You must use whatever firepower you can accumulate along the way to win the battle.

A monster hit. The magazine reviewers loved it, and you will too.

"Across all formats *Forgotten Worlds* is an ace shoot 'em up polished to sparkling perfection by its superb graphics."

The Games Machine

"One of the best US Gold have produced. Brilliantly addictive."

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RED HEAT

4

Red Heat from Ocean

The heat is on... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs dealer. The two defectives, one Russian, one American, have very different methods of capturing their prey, but together they face the worst of Chicago's underworld — street fights, the Clearheads gang, gun fire and breathtaking bus chase. The hottest film heist to date — it's all action with stunning graphics — feel the heat. — RED HEAT
Your Sinclair 61%

Red Heat

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BUDGET

RESCUE ON FRACTALUS MASTERTRONIC

A bit of software history, no less. Not only Lucasfilm's first game, but also the first game with 'realistic' fractal graphics, which are used here to display the hostile mountain ranges of the planet Fractalus. You have to dodge enemy fire and flying saucers to hunt down and rescue downed pilots then take them back to the mother ship. It's beautifully done, but really

there's a very slight variation in the gameplay, and the fractal mountains are a little too jerky to be really convincing. Day and night flying, alien pilots bashing on your windshield and other neat little touches keep you playing long enough to get your money's worth, though.

SPEC £1.99

A successful conversion, very similar to the Amstrad one with the same things going for it.

OVERALL 70%

AMSTRAD £1.99

Atmospheric search and rescue game which suffers a bit from awful sound and some gameplay.

OVERALL 70%

C64 £1.99

Gameplay is almost exactly the same as the Amstrad version - maybe a tad faster, improved sound really makes the difference.

OVERALL 78%



SUPERKID ATLANTIS

A platform game with a social conscience. Superkid runs around the scrolling landscape, leaping tall buildings in a single bound, picking up bonus points and jumping on bad guys. Complete each level by finding and rescuing your quota of beautiful (well...) maidens and conducting



SPEC £1.99

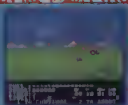
Odd but enjoyable little jumpabout which should keep you at the keyboard for a few hours.

OVERALL 72%

old ladies from the library to the old folks home. Graphics and sound are jolly, rather than stunning, and on the whole Superkid is unsophisticated stuff. Nevertheless, it's fairly good fun for a while at least, and you're bound to get your two quids' worth.

MIG 29 SOVIET FIGHTER CODE MASTERS

The Russian military chiefs amongst you needn't worry about Code Masters giving away military secrets in this game because it's just a very basic Afterburner clone. You might get four types of weapon but for some reason shooting anything is nigh on impossible so completing each stage is a matter of dodging



missiles for about thirty seconds until you land. The graphics are jerky and unconvincing, and the gameplay is about as interesting as chatting to Wayne the office rubber plant. Not really worth considering, even at this price.

SPEC £2.99

Pretty naff 3D shoot 'em up with shoddy graphics and gunfire noises which sound like distant woodpeckers.

OVERALL 35%

AMSTRAD £2.99

Gameplay isn't noticeably better than the Spectrum version but at least the graphics and sound are better.

OVERALL 40%



CAPTAIN BLOOD

INFOGRAMES

First on Infogrames Pocket Soft label, this is the weird tale of how Captain Blood has to lure the galaxy for his five clones who are sapping his life force. It features fabulous graphics throughout, a sampled Jean Michel Jarre soundtrack (Ethnicolor from Zoolook), and an exhilarating 3D fight-through-canyons sequence. Unfortunately, completing the quest is made very difficult by an impenetrable talk-to-alien-via-icons system which only translates alienspeak into gibberish English. If this wasn't the most important part of the game I wouldn't mind, but it is so I do.

ST £9.99

Captain Blood's high points are very high, but the gameplay boils down to not very much at all, unfortunately.

OVERALL 69%

AMIGA £9.99

No real improvements over the ST version, apart from a few sounds here and there. And the 3D bit is slower.

OVERALL 67%



MINDTRAP MASTERTRONIC

Shades of Erno Rubik and his Cube here, partly because this is a very compelling 9,999 level puzzle game, and partly because the programmers, Messrs Setakovic and Bedric, sound as if they might - just might - be of Eastern European origin. In it you have to shift a jumble of

numbered squares into ordered rows by rotating groups of four around fixed points. Also, after level 33 you have to switch blocks in three dimensions which, as you can imagine, is well tricky. Screen display is raffish incarnate, but gameplay makes heavy demands on the old cerebral logic centres and is strangely addictive.

AMSTRAD £1.99

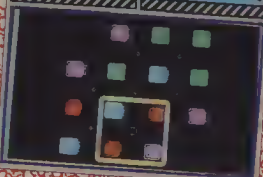
Looks really boring, but plays like a logician's dream.

OVERALL 78%

SPEC £1.99

Plays as well as the Amstrad version, but is much funnier to look at and even has better music!

OVERALL 83%



RALLYCROSS SIMULATOR

CODE MASTERS

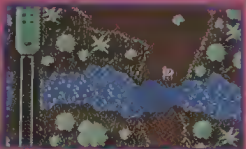
A simple scrolling, open terrain race game, where you have to slither and bump your biker buggy around a twisty track, dodging patches of ice and all. Every race finished earns you cash with which you can drop into the pits for extra fuel, better tyres, bumpers, etc. The strange control method is very off-putting at first, but it only takes a couple of games to get accustomed to it. Some of the

later tracks are quite nice, and one even features level 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100.

C64 £2.99

First impressions aren't top, but Rally Cross Simulator turns out to be a good laugh.

OVERALL 77%



REVIEW

The saga continues! Roger Wilco is in the hibernatic sleep chamber of the space pod in which he escaped from Sludge Vohaul's asteroid fortress in *Space Quest II*. Drifting aimlessly in space, the pod is detected by a robot-controlled space garbage freighter, and drawn into its gigantic rubbish chamber by tractor beam.

The landing jolts the pod's revive circuits into action, and before long, Roger emerges from the craft into what looks like an outsize scrap yard.

Thus begins *Space Quest III*, in a cinematically animated title sequence. Your job, once again, is to get him out of trouble. The first task is to escape from the freighter, and at a first glance, there is no obvious strategy. But amidst this Sargasso sea of space junk, there are bits and pieces that fit together — if only you can get hold of them.

Soon, you are out in space, and heading for the planets. But in

ST



▲ Fun adventuring in *Space Quest III*.

SPACE QUEST

III

BY ACTIVISION

The game can be played using either mouse, joystick, or number pad/arrow keys. Of these, I found that arrow keys wins hands down, giving not only finer control, but making the frequent changeover to text input more comfortable.

An absolute essential is to have a spare formatted disk at the ready for saving your game position, otherwise it's very long way back in after death, and often death can be neither predicted nor avoided.

The game comes on three

double-sided disks for the ST, and the package includes a special pair of death ray shield sunglasses, complete with squidgy false Andromedan nose! Eventually, you'll arrive at the headquarters

of Scumsoft, and meet up with the Andromedans themselves. Will you be successful in rescuing them? You'll have to play to the end of the game to discover that!

KEITH CAMPBELL

UPDATE

PC and Amiga versions are planned and will play the same as the ST version.



▲ Can you escape?

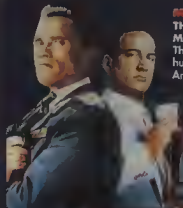
happens! Is The Terminator, more than a trifle upset about your failure to pay for a whistle in *Space Quest II*.

The sound effects and music (30 minutes of musical score in the game) are superb. Combined with the graphics system, Sierra's latest game is like interacting with a sci-fi movie. In addition to user-controlled animation, there are plenty of special animated effects, including a state-of-the-art mobile crane.



ST	£24.99
GRAPHICS	92%
SOUND	96%
VALUE	79%
PLAYABILITY	78%
An enjoyable and addictive addition to the <i>Space Quest</i> series, and a good buy for adventure fans.	
OVERALL	83%

ACTION RATING-99%



MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP. THERE'S ONLY ONE THING WORSE THAN MAKING THEM MAD. MAKING THEM PARTNERS.

The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs dealer. The two detectives, one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld - street fights, the 'Cleanheads' gang, gun fire - the hottest film tie-in to date - it's all action with stunning graphics - feel the heat - **RED HEAT**.



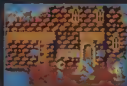
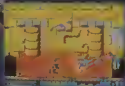
**RED
HEAT**



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**RUN THE
GAUNTLET**

(THE OTHER 1% IS FOR LOADING)

SPECTRUM
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C CASSETTE

ocean

AMIGA
£9.99 EA
CASSETTE

The circus never goes quite like the Big Top O'Fun, but it will never stage another performance unless it earns enough cash to keep it going. This is because the bankers and lenders, Dewey, Chetum and Howe (boof hie!) have loaned the circus £10,000 and they want it back TONIGHT.

This is where you come in. By taking part in six performances, you can earn enough money to save the big top from ruin. It's not that easy, though; you've got no previous circus experience, and some of the events are VERY tricky. Just to make things worse, the clown Freddy, a clown gone mad, has a vicious vendetta against you. If he's not in your failure; if the loss is too great, he can build a new minimum on the vicious vendetta. This means his twisted mind is constantly dreaming up dastardly schemes to foil your performance when things are going well.

Up to five players can help you save the circus, but because of the overall target you're aiming for, the action is just as much fun on your own. Each event has its own selection of tunes and is multiloaded; this is fine if you've got a couple of drives, since only one disk change is needed. If not, it's a bit tedious.

The first performance is the high dive. Playing a misadvised scoundrel, you plummet from a great height into a little tub of water, adopting any one of eight very silly poses on the way down. Juggling involves juggling. A seal toposes you (a clown on a unicycle) various objects which you have to keep airborne until the time limit expires.

The trapeze is a good old-fashioned exercise in timing. Let a loop of rope voo soon and you

fall to a squishy death; hold on too long and our bandish foe comes along and cuts you off.

In the knife-throw event you toss daggers at a helpless female strapped to a revolving wheel, scoring points for popping balloons.

The last two events are the most tricky: the tightrope walk

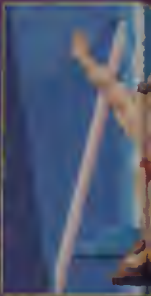
▼ Aaaagh!



▲ Juggle 'em.

▼ Careful!

FI



▲ Getting ready for the high dive.



WIDISH EDDY



▼ Phew! Get ready to cannonball.



▼ Ah... Being creepy.



fast reactions and the humor cannonball requires great anticipation. If you aren't anywhere near the £10,000 by then, you've got no chance! Success in each event earns money—but how much is decided by a panel of five leery judges, who hate one another as much as they dislike poor performances. If their antics

REVIEW

a computer game, will

Pinball Freddy is a enjoyable game; it's understandable but it's a bit of a mess. However, there are some points: the price is a bit high, the loading system is a bit buggy and one or two presentation issues become obvious in extended play.

Apart from that, take a look at everything all the previous circus-based been and lots.

ON



AMIGA £29.99

GRAPHICS 91%

SOUND 89%

VALUE 69%

PLAYABILITY 84%

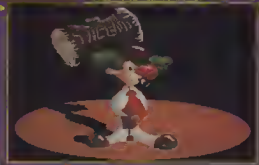
A bit pricey—but the early humor, brilliant animation and simple addictiveness make this a worthy addition to anyone's software collection.

OVERALL 85%

UPDATE

ST (£29.99) and PC (£34.99) versions will be available soon, the latter reportedly spread over ten disks! No 8-bit versions are currently planned.

He's Freddy. ►



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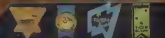
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MEGABLAST AND BLOW YOUR BRAWNERS OUT

Xenon II — Megablast scored an enormous 96% this month. And in way of celebration, Mirrorsoft have come up with a mega prize in this super duper Xenon II comp — a can of mushy peas. Yes, that's the top prize in this amazing competition. But don't worry if you don't win, 'cos generous Mirrorsoft also have supplied a booby prize, it's a bit rubbish, but never mind. It's a Personal CD Walkman, complete with a Bomb the Bass CD which features the original recording of Megablast, which forms the soundtrack of the computer game.

And just to complete the prize list, there are also ten middle prizes of copies of the game and special limited edition Xenon II t-shirts.

To stand a chance of winning that fab first prize of that delicious can of mushy peas, all you've got to do is answer the following questions. The first correct entry out of a hat will win! However, the person who

answers them all wrong (we'll be looking for the most extreme case of wrongness) will be awarded the crummy of booby prize, the personal CD player. Here are the questions...

WHAT WAS THE FIRST XENON GAME CALLED?
HOW DO YOU SPELL BITMAP BROTHERS?
WHAT IS THE MEANING OF LIFE?

Put your answers on the back of a postcard along with your name, address and the type of computer you own and send it to: I HOPE THAT I'VE GOT ALL THESE QUESTIONS RIGHT 'COS I DON'T WANT TO WIN THE CD COMP, C=VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

The closing date is September 16th, so you've got plenty of time to get those answers right! Right?



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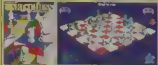
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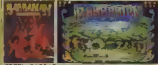
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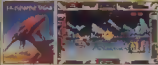
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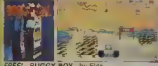
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BUFFALO BILL'S RODEO

BY TYNESOFT

Buffalo Bill is famous for a couple of reasons. Firstly, because he killed lots of buffalo: over 4000 of them in the late 1870s (to provide meat for labourers constructing the Kansas Pacific Railway). Secondly, and more relevant to this review, he set up his legendary Wild West Show in 1883.

Tynesoft's Games, like the original, feature Indians, cowboys, sharpshooters and rough riders in a contest of strength and skill. There are six events, all of which contain some humour.

Knife-Throwing has you lobbing sharp blades at a Red Indian woman in a leather bikini, who's mounted on a spinning wheel. Hit the wheel and you score points; hit skin and the screen drips blood.

Trick Shooting is split into two sections; a firing range and a bottle-smashing event.

Next there's Bronco Riding — only for the seriously deranged. Follow the direction arrows with your joystick and you might just stay on your horse for longer than a couple of seconds.

The Stagecoach Rescue isn't a real event as such, but it involves a lot of good ol' joystick wagging and an old-fashioned punch up, as you attempt to wrest a coach from the hands of a dastardly Red Indian.

The last two games — calf roping and steer wrestling — are very similar right-to-left scrolling action in which you bring wild

▼ Where's Bill?



▲ How the west was won. moo-moos to the ground before the time runs out. Silly but enjoyable.

Buffalo Bill is all very well presented: before you start there's a 1-4 player option and the chance to register your name. Each event is then multiloaded, but there's the



▲ Ride 'em cowboy!

opportunity (as there was in Summer Olympiad) to try each one again as many times as you want.

For every contest there's a different thigh-slapping Wild West tune, (these include reasonable renditions of the Lone Ranger theme and The Campdown Races), a neat title pic and an individual highscore table.

There's not much wrong with Rodeo Games: it needs a lot of skill to master; the three difficulty levels and four-player option keep you interested, and it's good fun to play. The only real criticism you can make is about the price, it's a fiver too expensive.

Take a look anyway — it could be worth trading in your Six Shooter for.

GORDON HOUGHTON

ST £24.95

GRAPHICS	82%
SOUND	76%
VALUE	64%
PLAYABILITY	79%

It's not the most original game format, but it's a nice angle to take and works as well as any of the other Games on the ST.

OVERALL 79%

UPDATE

8 bit versions will soon be available for £9.95 (cassette) and £14.95 (disk), with no major differences in gameplay. An Amiga Rodeo Games, with improved sound, will also set you back £24.95.

THE ADVENTURE BEGINS WHEN RICK DANGEROUS, SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL. ARMED ONLY WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA. HOW LONG HE CAN SURVIVE IS UP TO YOU.

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► **AMIGA C64**

OMNI-PLAY BASKETBALL

BY MINDSCAPE

Basketball isn't the most popular sport on any computer, and there have been very few successful conversions, so what have Sport-Time got that the others haven't? For a start, there's a huge range of options. You can name your team, place it in any of the leagues and customise its players in terms of speed, control, outside and inside ability.

There's an option to view both league and team histories and statistics, and you can load in different league styles and ways of viewing the match. However, the alternative viewpoints and styles come on disks that are bought separately.

The action closely follows the rules of basketball, and allows coaching of the team to be carried out by you, another player or the computer. You have the choice of a human or computer opponent and are allowed up to eight time-outs per game (with additional "tv timeouts"). Matches can be set at either 3, 6, 9 or 12 minutes per quarter, and you can even change the colours of the team and court! A superb 58-page manual explains everything.

Most of the screen is taken up by the court: if in end-view mode, the team in possession runs towards the "camera" up to the half way line; after that the perspective changes and it runs away, towards the opponent's basket. The bottom quarter is taken up by a display of the score, time, the player in possession and the "effective power": essentially a reflection of the team's stamina relating to the players' age and time out on court.

Though the players are only



▲ *Omni-Play is one of the best basketball sims!*

very small, the detail and animation are good in both versions, it's a pity the same can't be said for the sound effects, which are limited to a few whistles, ball noises and tunes.

If you ignore the irritations, this is an excellent basketball program. The action is realistic, allows a good deal of control

over movement and passing and is addictive enough to keep you trying until you finish the season.

GORDON HOUGHTON

AMIGA £24.99

GRAPHICS	76%
SOUND	41%
VALUE	74%
PLAYABILITY	80%

A vast range of options and good graphics are marred by minimal sound effects and a slow loader. Not the easiest simulation to begin with, but it proves very rewarding after a few games.

OVERALL 80%

UPDATE

Plans are underway for ST and PC versions, but they won't be completed for a couple of months; no decision has yet been made on a 64 cassette version. The extra disks aren't currently available, but will be soon.

C64 £14.99

Only available on disk, and the loader is very slow. It's got all the Amiga's features, options and playability, and should appeal both to dedicated basketball fans and sports sim enthusiasts.

OVERALL 79%



▲ *Take a time out.*

BY FIREBIRD



RAINBOWS AND CANDY

▼ Bub's forever blowing bubbles!



▼ Watch out — it's the level one kiddie.



REVIEW



The Lather Lads are back! It seems that at the end of their soapy adventures in Bubble Bobble, Bub and Bob were changed from bubble-blowing dinosaurs to rainbow-casting blokes in dungarees. However, even Baron von Blubba defeated the world wasn't safe (was it ever anyway?).

The leader of that nefarious organisation, SHADOW, has captured the inhabitants of the seven Rainbow Islands and is undertaking a land reclamation project, whereby he claims the islands' land and enslaves them. Are Bub and Bob going to stand by and let him get away with such a disagreeable plan? Pah! How could you even ask the question? Of course not!

Controlling Bub or Bob, you start a one-man assault on SHADOW's forces at Insect Island. To win back each island you have to fight your way to the top of four scrolling levels, jumping between platforms and catching rainbows which you can climb onto. Each round is timed, and if you dawdle, the island starts to sink into the sea, sending you to a watery grave.

Trying to slow your progress are hordes of SHADOW agents, who, despite their uncompromisingly cute appearance, are a merciless bunch and their touch spells incant death. On the first island they take the form of diabolical caterpillars, ladybirds, spiders, wasps and bees, while on the

second, Combat Island, you're up against sweet little tanks, trucks, bombers and helicopters. At the very top of every island, there's a SHADOW boss which follows you around the screen and takes a heap of hits to kill.

Your weapon in this fray is (da-da-DAAAA!) Rainbow Power. As well as creating inco-platforms, your rainbow power is also used as a weapon. By casting one over a creature you trap it, but to kill it, you have



▲ Here's Bub.

to time your cast to hit it with the end of your rainbow.

As in Bubble Bobble, zoned monsters turn into yummy collectables. Not that there isn't already a veritable grocery store full of stuff to pick up on the platforms — all sorts of fruit and veg, flowers, chocolate bars, ice creams and cakes. As well as these pure point-providers, you can also collect potions to give you double, triple and fast rainbows, speed-up boots and smart stars, which zonk everything either on-screen or for the rest of the level. At the end of each round you're also awarded a chest full of goodies to pick up for mega points.

Now then, I think that constitutes just about all the features of the arcade game. In fact I've asked around, and even the real fans of the coin-op in the C+VG office couldn't spot any difference at all between this and the real thing.

Incidentally, the author of this conversion is Andrew Braybrook — it's his first ST game, having

moved on from the Commodore 64 where he produced such brilliant classics as Uridium and Parodroid. He's certainly back with a vengeance.

Anyway, the graphics are absolutely spot on. Both the sprites and the backgrounds are beautifully drawn with jolly colours, and they're really smoothly animated too. And while the ST sound chip can't quite match the quality of the arcade game, the music is a note-for-note copy.

But the programmer hasn't just concentrated on the looks and sounds of the game. The gameplay has been translated equally accurately, which means Rainbow Islands is tremendous fun and about as addictive as large chocolate doughnuts. Beneath its jolly exterior is a real malicious streak which challenges the expertise of even the toughest

joystick jock, but it's one of those games that lets you get just that bit further with every game, so you can't resist coming back to it.

Rainbow Islands goes straight into the number one slot in PG's Coin-Op Conversion Chart, just above Ocean's New Zealand Story. It's just so corkingly good that Rainbow Islands is bound to lead Firebird to a very sizeable pot of gold.

PAUL GLANCEY

C+VG HIT!



▲ Cast rainbows, collect goodies and destroy all eight baddies to win!

UPDATE

Rainbow Islands is out on all formats. The Amiga version should have even better music than the ST, and the graphics will also be identical to the arcade game. The £8 bit versions should all retain the coin-op playability, with the usual graphical restrictions.

ST £24.99	
GRAPHICS	92%
SOUND	77%
VALUE	92%
PLAYABILITY	90%
Not just another coin-op conversion. Put your ST out of sight and you could believe you had the arcade game in your bedroom.	
OVERALL	93%

082

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Ben Hunter

Summary

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DTP □

► ARCADES



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

It's come up with quite a few games from time to time, and with the code group as APS for example. Well here's another one for the player that wants to play something that is a bit different. Escape from the Planet of the Robot Monsters.

Here's the scam — you play like or Duke (two real good dodgers) who are sent onto the surface of Planet X, which has been taken over by the Reptilians — nasty alien creatures.

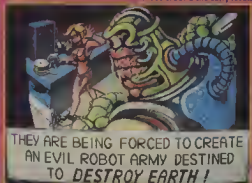
They've enslaved a lot of humans — who are now usefully employed building a robot army which will be utilised to invade Earth. Can't have that now can we? So beam us up, up, and away!

The controls in this not-to-serious isometric shooter are simple enough — jump, duck (both used to avoid shots) and shoot, with the usual 8-way

ystick controls. Press all three at once and a mini nuclear explosion occurs, wiping out everything near you.

There are three phases to the game — the normal jump and shoot isometric bit that most of us will be used to from home computer games, a run the speeder through the maze bonus section and a kick the hell out of the mutant reptile bit at the end of the levels. Most of the action occurs in the former bit, though.

Move around the early levels



THEY ARE BEING FORCED TO CREATE AN EVIL ROBOT ARMY DESTINED TO DESTROY EARTH!

and the main enemies are chunky robot types which move towards you zombie-like. There are also orange blabby things that zap you, however, making life a bit more difficult — as do the drones that appear if you stand on one spot for too long.

You have ray guns with limited range — running into jewels that are left after you kill robots, make them more powerful.

Touch humans who are enslaved in front of PCr to teleport them to the rescue shuttle — and get extra points for shooting up the equipment. Find goodies for extra energy or shields.

Simple stuff, neat graphics — quite playable. It'll certainly make a great home computer diversion.

GRAPHICS	87%
SOUND	80%
VALUE	79%
GAMEPLAY	82%

OVERALL 80%



SUPER MONACO GRAND PRIX

There are a lot of driving games out there at the moment. The fab player vs player Final Lap, the realistic Hard Drive, the wonderful Winning Run. Choices, choices, eh? Which one to play? No decision to make now, though. All you have to do is play Super Monaco Grand Prix from Sega.

SMGP is simply the best racing simulation game yet seen in the arcades. It's blindingly fast, massively playable, and utterly fab, immersing your senses in an avalanche of sensory information — visual, audio and (via the driving seat) vibrational! No wonder Nigel

the front of the car — and on a trip all along the top of the screen a full view of what's happening behind. You notice a few things superimposed, head-up. Rev counter (you don't need this really — you can hear when it's time to change up) but more importantly, your current position and the position limit.

The bad news: when your current position falls below the position limit (which counts down as the race progresses) it's game over. Deep breath, wipe sweat from face, insert another coin. Absolutely brilliant. Play it — and don't be surprised if you have to queue behind Nelson Piquet!



Mansell walks like that.

It's a simulation of the Monaco Grand Prix, of course, and like any Grand Prix you have to qualify for a grid position first — in this case around the rhint circuit. Choice of cars — you find you have to trade simplicity of controls with power.

Pick automatic gears (recommended for beginners) and get a low-powered car, while four and seven speed jobs go faster, but are harder to deal with.

Meanwhile back at the race, you line up on the grid and — AWAY!!! Screaming cars and zooming (yet n-h-smooth) sprites — total overload, man!

While you're driving along you have the view from out of



GRAPHICS	95%
SOUND	91%
VALUE	85%
GAMEPLAY	95%

OVERALL 94%

► ARCADES

ARCADE
ACTION

DYNAMITE DUKE

New in the arcades and running along the same successful lines as *Operation Wolf* is *Dynamite Duke*. A powerful blast 'em to bits with a few punchy additions.

The game starts off in a fairly standard setting: The Airfield. Lots of crates litter the ground, troops advance and oil drums are scattered around providing lots of cover.

The first thing you notice is



the absence of a machine gun on the front of the cabinet. *Dynamite Duke* is controlled by joystick and fire buttons. In fact aiming the gun sight is a hell of a lot more accurate with a joystick. There are three fire buttons for fire, punch and kick. A fair amount of close-up barfing goes on and you need to dodge some killing blow.

The action is fairly run-of-the-mill. Duke stands with his back to you facing into the screen. The enemy — all invading cyborgs — pop up from behind a variety of objects and let rip with their guns. Gun cannons open up, tanks roll onto the screen and

the air is thick with cordite. Aim quickly and squirt off a few volleys at the enemy — trucks and tanks are quite a few hits before they disintegrate. Red Cross boxes can be shot open for prolonged life, and firing at all cars, crates and the like reveal bulletproof jackets and extra ammo.

The surprise of *Dynamite Duke* comes when one of the enemy wades in for a spot of one-on-one combat. In other games, you just shoot to stop anyone getting too close, in this one you go into punch and kick mode and attempt to beat their brains out!

Dynamite Duke has lots going for it. The graphics aren't as slick as *Operation Wolf*, but the action's fast and sufficiently difficult to create the "just one more go" syndrome.

GRAPHICS	84%
SOUND	81%
VALUE	83%
GAMEPLAY	85%
OVERALL	83%

WEIRD DREAMS

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► ARCADES



SECRET AGENT

Data East's *Secret Agent* seems to be modelled on a macho 007 figure with the hero running around in a bow tie and talking on baddies single-handedly.

You, of course, play the part of the secret agent. Standing in the open hatch of an aircraft, you leap out and freefall for the next few thousand feet. Immediately the enemy appear and the sky is filled with plummeting bodies. Keep yourself on an even keel and



pull out the heddies as they fall past you.

A few seconds later the parachute opens up and deposits you in a city. Terrorists attack from left and right — grip your trusty pistol and let rip. Take them out and move on towards the docks. This is very much a jump, dodge and shoot scenario and the graphics and style of movement are very reminiscent of *Rolling Thunder* and *Shinobi*.

Secret Agent is a hard-fought battle and takes quite a lot of beating. Lots of action and nice large graphics, but nothing startlingly new.

GRAPHICS	82%
SOUND	82%
VALUE	79%
GAMEPLAY	87%

OVERALL 83%

ALPHA PLUS

Cutie, cutie, cutie — *Alpha Plus* is cuter than a basket full of kittens. Cuter than Glenyr's teddy bear collection. Cuter than Geoffrey Howe's bottom (that last one wasn't cute actually — I was just testing.)

OK, so it's a simple vertically scrolling shooter — but the graphics are style-wise straight out of *Galaga '80* (the second most cute game in the universe) and the candy pastels and the puffy sprites make you want to sickle them under the chin — just before you blow them to bits, natch.



Gameplay — stereotyped but addictive — scroll along, pick up the extra weapons and lay waste to anything that moves. *Alpha Plus* is a jolly good blast. Coezy, coezy, coo...

GRAPHICS	87%
SOUND	80%
VALUE	82%
GAMEPLAY	86%

OVERALL 85%



► ARCADE HIGHSCORES



Scores are pouring into the Official UK Arcade Highscores table, and records are tumbling all over the shop. If you're a hot arcade player, why not write in with your mega scores? The address is ARCADE HIGHSCORES, C1 VG, PRIGORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. If you've got any hot tips, send them in too — we'll be using them in a mega Arcade Action special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software for the senders of the best tips — so get writing. Send your stuff to ARCADE TIPS at the above address — and don't forget to say which computer you own.

Oh yeah, there have been a couple of queries about the Double Dragon scores. It IS right — there's a cheat that lets you get that score. It'll be printed along with a load of other cheats next issue.

1942
12,110,830 Colin McWhiter
(CMC), Ballymena, N Ireland
APRIL FURY
18,973,210 J Wallace (JAU),
Staverly
ALICE SYNCHROME
843,010 Colin McWhiter,
Ballymena, N Ireland

ALTERED BEAST
3,402,600 Ryan Humphreys,
Durkar, Wakefield
ARKAROID
1,478,700 Stewart Bell,
Macclesfield, Cheshire
BATTLE KARSERS
100,880 Wilson Lau, King's
Lynn, Norfolk

BLASTERS
2,538,740 EGG, Portsmouth
BOMB JAC
32,824,000 Lee Waters (LEE),
Hayling Island, Hants
CABAL
2,300,000 David Leahley (TUF),
London
CHASS RO
10,100,000 Russell Pickard
(RUS), Bournemouth
CRELNOV
101,570 Alex Ware (AJW),
Shenfield
DARIUS
4,293,600 Keith Bradley,
Blackburn, Lancs
DOUBLE DRAGON
999,999 Colin McWhiter,
Ballymena, N Ireland
DOUBLE DRAGON II
201,040 Colin McWhiter,
Ballymena, N Ireland
FINAL BLOW
926,810 Ben Ware, Shenfield
FINAL ROUND
11,945,600 Tim Walker,
Brighton
FLYING SHARK
2,310,100 Gavin Davis (FFJ),
Swansea
FORGOTTEN WORLDS
6,721,600 Gary Harrod (GAZ),
Poole, Dorset
GALAXY 88
1,678,070 Chris Ford (CAF),
Lancing, W Sussex
GALAXY FORCE
2,075,980 Alex Ware, Shenfield
ONOSTA 'N' OOBLES
7,554,700 Simon Lennok, N
Ireland
GOLDEN AXE
225.0 Gary Harrod, Poole
RAHO-ON
49,658,320 Martin Deem (MJD),
Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,900 Julian Rignall (JAZ),
Brighton
ROT CHASE
270,540 Alex Ware (AKW),
Shenfield
IKARI WARRIORS
1,353,300 Martin Deem,
Portsmouth
LEGEND HERO TOMMA
209,800 Chris Ford, Lancing
MARBLE MADNESS
208,340 Martin Deem,
Portsmouth
MAIR EVSHT
5,488,800 Tim Walker, Brighton
NARC
3,360,050 Robin Levy (RLJ),
Exeter
SNESBIB
1,375,400 Mario Kyriacou,
Canterbury, Kent
OPERATION WOLF
720,000 Ryan Humphreys,
Durkar, Wakefield
OROYRE
471,840 Alex Ware, Shenfield
OUTRUR
56,011,310 J Wallace, Staverly
OUTRUR TURBO

1,971,570 Alex Ware, Shenfield
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1,675,890 Chris Ford, Lancing,
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POW
233,720 Colin McWhiter,
Ballymena, N Ireland
POWER DRIFT
5,798,625 Morris Wilson (BMW),
London
PREHISTORIC HILLS
1,554,700 Gary Harrod, Poole
QUARTET
8,576,750 James Washburn,
Essex
RASTAN SAGA
1,081,900 Colin McWhiter,
Ballymena, N Ireland
ROADBLASTERS
1,560,900 Stu, Melton Mowbray,
Leics
ROBOCOP
4,931,800 Tim Walker, Brighton
ROCK 'N' RAGE
9,999,990 J Stevens, Cranfield,
Beds
SAINT DRAGON
840,370 Colin McWhiter,
Ballymena, N Ireland
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203,900 Gary Harrod, Poole,
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11,834,900 Firoz Rawat,
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362,150 Gavin Davis, Swansea
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AD

RGB Marshall of Cheshire is a reader who has sent in a number of solutions in recent months, sometimes before the game in question has even been available to reviewers in the UK! But now we have seen the last of his efforts, thanks to *Deja Vu II*. "Personally, I'm jacking in playing adventure games. This little epic set me back £25 and gave me about four hours of pleasure. The brain power needed for this game is minuscule." Maybe I should put him in touch with The Fiend?

Remember a few months ago I passed on an "unusual" version of *Colossal* to Norman Nicholson, in a bid to help Tony Dillworth complete it? "Wish I had some good news for you," wrote Norman to Tony a couple of months later, "but I couldn't find anything you'd missed." In the meantime, Norman's PC at work was changed for a different computer, and he could no longer continue...

And now, a visit to the fjords! Kenneth Holan of Skatval in Norway is in deep water with *Fish*. He can't get the radio case, can't ascend the tower, and wonders whether or not he can open his neighbour's door. Bent Dahl of Drammen is stuck too, and he wants to know Bertie Bream's computer password, what to do in the power station, and how to tune the crystal. In his spare time, Bent is playing *Mortville Manor*, and can't get away from the statue.

Meanwhile, still in Norway, Pal Aarvig of Tarnasen is concentrating on trapdoors! He's trying to open the trapdoor in Lucifer's Realm, and doesn't know what to do after he's secured the trapdoor in Waxworks.



Pal also has a little sideline in clocks - and is currently keen to wind up a grandfather clock in *Witness*, if only he could find the key. Pal adds that any help at all for *Mind-fighter* would be appreciated... Hmm, 'nuff said!

Celia Taylor from Kilgetty in Dyfed, is a *KQ* fan. She finds that playing *King's Quest III* and *King's Quest IV* alternately, helps her to solve problems in both. But now Celia seems to have reached a complete impasse in *KQIV*. She can't find the bridge and hence the unicorn, although now tamed, will not follow her. Perhaps finding a key for the crypt, or getting through the nasty trees, two more difficultes Celia is facing, might help, although I suspect that

ADVENTURE



the latter really are impressive - unless, of course, you know different...

And finally, a number of readers have been asking how to join Official Secrets, the club specialising in adventure, strategy, war gaming, role playing, and fantasy. The club's been running for just over a year now, and is going from strength to strength. To join, you need an application form from Official Secrets, PO Box 847, Harlow, CM21 9PH - or ring 0279 600204. The subscription rate is: UK £19.95 and Europe £24.95. For this you receive the bi-monthly professionally printed magazine, Confidential (you might even catch an article by me in it from time to time!), the adventure

Gnome Ranger by Level 9 on joining, and Myth, a mini adventure written by Magnetic Scrolls exclusively for Official Secrets, as well as access to a Helpline and automatic membership of Special Reserve, a mail-order discount club.

There has been some confusion over eligibility to join, since the subscription rates quoted are for UK and EEC countries. However, I rang The Boss Upstairs and he confirmed that the EEC rate covers all countries in Europe. Currently, 'Real of World' is not supported - it seems no-one considered that cobblers would be interested in joining! So if you live outside Europe, and might like to join, write to the address above and tell them so! Who knows, the Boss Upstairs may have a change of heart.

SORRY!

We omitted the mail order details for the Home Grown adventures featured in the July issue. Here they are: The Jade Stone - Marlin Games, Spectrum 48k 2.95, Atari ST £8.00, available from Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG.

Shards of Time - Titan Games, Atan ST £14.99 from Titan Games, 45 Windmill Lane, Workop, Notts S80 2SQ.

Immortality Rules OK - Wildfire Publishing, Spectrum 48k £3.99 from Wildfire Publishing, 1 Middlefield Road, Rotherham, South Yorkshire, S60 3JH.

ROLE CALL

Things were a bit hectic back in June and July, with the column taking a new format. So apologies are due for cutting short the clues for Bard's Tale II. You'll find them in this month's A-

Z section. Role Call has called many people, including Cella Taylor from Dyfed, and Henk van der Lee from Dordrecht, to the help of Michael Howes, who was in trouble with Dungeon Master. Here is what they say: To open the secret door (red keyhole) use the Winged key from the first staff level. To get to where the Winged key is, a Ruby key and three Ra keys are required, from levels 3, 9, 11, and 12. In the Ruby key room, a small button must be located, which opens a secret door. This leads to a long hall, with another small button, leading to the Winged key that gives access to the Dragon level.

When is rock not rock? To the left of this writing, the wall can be passed through, as the rocks do not exist! And some riddles: I am all, I am none - NOTHING A golden head and tail but no body - GOLD COIN I arch yet have no back - BOW Hard as rocks, blue as sky - BLUE GEM

Alan Hughes of Warrington was stuck in front of the gates leading to Mangar's Tower in Bard's Tale I. Stefan Hurts from Hoevenen in Belgium tells him how to get through. From the third level below the sewers go to 16N-17E, to get to the stairs "which seem to go a long way up". Ascend these and use the onyx key to enter the tower. The silver square and the silver triangle (together with another shape) will come in handy on the last level of the tower.

And finally, here's a plea from D Barrett of Cromer, who is having a problem with a strange Mage. He wants to know how to split the rock, in Bard's Tale II. Having tried all sorts of things, he is told to go back to

the toombs, where the only thing he can find is a poem and some feathers. Is there something he has missed?

SOME DIDN'T MAKE IT

A Sierra 3D adventure that didn't make the review pages, is Goldrush, available on Atari ST (£19.99), Amiga (£24.99), and IBM PC (£24.99).

In this adventure, a fictional story based on true history, you play Jerrold Wilson, a newspaper reporter whose brother Jake left home under unhappy circumstances. A letter arrives from Jake, bearing cryptic news of the gold find - news that reaches Jerrold before the general population of Brooklyn.

Jerrold decides to set off in search of his brother, and for his fortune. Did you realise that to get from New York to the east coast of America in those days was a hazardous and complicated affair? Jerrold's first job is to acquire enough money to buy his ticket, whichever of three possible routes he decides upon. This requires some clever timing, for once the gold rush is on, the rest of anything remotely connected with it rockets way beyond Jerrold's means.

The detail and consistency in the graphics are superb, with some spectacular animation effects. Brooklyn, for example, actually looks a busy place. There are horse-drawn buggies rushing about everywhere, and many people walking the streets, all in the costume of the period. A highly entertaining as well as educational adventure, the Gold Rush package includes an 88 page historical book on the subject, and a large colour map of the gold regions of California.

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CLUES

A

Help this month came from: Nico Schaap, Katwyk, Netherlands, Pal Aarvig, Norway; Marco Andreoli, Turin; Andrew Duffy, Deeside; Bent Dahl, Drammen; and Tomas Lopez, Valencia.

ASYLUM

The adventure that sends so many people screaming mad...

HYPOCHONDRIAC:

Give her the stethoscope and kill her. Then retrieve the stethoscope.

ELECTRICIAN:

Chop him with the axe and get the fuses.

LONG HALLWAY WITH DOORS:

Lock all the doors to get the candle and the matches.

GUARD:

Go to plastic surgery with the drugs, then get the camera and the matches.

ELECTRO SHOCK ROOM:

Scramble the fusebox then enter. Get the battery and insert the fuse in the fusebox - you need a lit candle to see.

LONG HALLWAY:

Get the bean bag and drop it at one end. Get the rocket belt and wear it. Go to the other end and press the button. Get the wire.

PHONE ROOM:

Wear the uniform. Chop the phone, then the receiver, with the axe. Get the coins and the magnet.

PHYSICIST:

Enter carrying the magnet.

PSYCHIATRIST:

Press the button on the generator. Get his smock and wear it.

EXTERMINATOR:

Tiptoe outside. Enter and tie him with the rope. Wear the rat suit.

McCOY:

Look like Star Trek character and get the transporter.

BANANA PEEL:

Slip on it twice and get the book of law. Examine the peat to get the caterpillar.

GURU:

Give him the book and get the scroll.

ENTYMOLOGIST:

Give him the caterpillar.

PICNICKER:

Open the jar and get the lunch.

EMMIT:

Give him the lunch.

MASTER MYSTIC:

Press the button on the transporter, drop the rat suit, and enter. Get his ring, go outside, get his suit and wear it.

TO ESCAPE:

Look under the bed in your room and get the picture. Go to the surgeon and show it to him. Then go to the exit - and leave!

BARDS

TALE II

Look at the spells of sorcerous kind; Who's the master of the mind -

MANGAR

To pass the double doors play the Bard's last song, number seven. The message SAMEN NGHOINT is an anagram not a password!

Traverse the gap with help from the winged creature.

TOMBS (FIRST DUNGEON)

Name the city PHILIPPI

The name of the old man's staff is OLD

To solve the death's snare problem - Kill the toxic giant,



and you will get a torch. Give it to the old warrior, and make sure he's walking first.

Return to the snare.

FANSKAR'S FORTRESS

(SECOND DUNGEON)

Choose the left of three doors.

DARGOTH'S TOWER

(THIRD DUNGEON)

Speak the three in sequence -

EARTH, COMPASSED,

FOUNTAIN

THE TEN RIDDLES

And this, the first, it quenches thirst - WATER

And number two is never true - LIE

For three, you see, cannot be free - SLAVE

To him give four, he'll not be poor - GOLD

The fifth, of course, cannot be love - HATE

Six we know will try to crow - ROOSTER

For seven and eight reverse tiny and late - YNIT ETAL

Number nine likes his favourite wine - BARD

The last, you see, is number

ten. They cannot be called manly men - WOMEN
OSCOU'S Magic mouth answers are - KRILL, FIRE, SILENCE.

Answer the old man - DER-

VAK

Fifth snare names - SCIS-

SOR, PAPER, ROCK

DESTINY STONE DUN-

GEON (THE LAST)

To enter say - FREEZE

PLEASE MAZE OF THE

DREAD To enter - DREAD

Say to the riddler - DER

MANGAR'S TOWER

To enter, go to the bottom

level of the sewer, 16 north

and 17 east, and you'll find

what you need. You'll also

need the onyx key.

CURRENT PROBLEMS

KING'S QUEST III

To hide your possessions

from the wizard, put them

under your bed.

SHADOWS OF MORDOR

Build the raft in the right

place, or you will not be able

to move it!

TERRORS OF TRANTOSS

Shut the gate behind you, or

you will run into trouble with

the fanglizard!



Z

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the map, read
the reviews,
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those nasties with
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effort — suitable for
left or right hand
play.

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for best playing
position.

- * Guaranteed — Full
6 months guarantee
against any
defective parts.

► PC ENGINE

MEAN MACHINES

PACLAND

BY NAMCOT

It's a little while since we've seen a computer game that's as good as Pacland. Earlier this year, we were interested to see how the PC Engine converted its games with them. We were even the Amiga's worst enemy, poor by comparison. But any enraged Amiga fan who says I'm not necessary, seeing the PC Engine has a better Amiga, but in this game, software certainly is.

At first, features, but then AL of the coin-op version and its looks and playability have been captured on this Engine version and the end result is a replica of the arcade machine that's indistinguishable apart from the fact that you don't have spend lots of ten pence to play.

The coin-op's been around for four years now, but if you haven't seen it, here's the story. The player is put in control of the



yellow dot-gobbler himself. He's not just a round thing any more — he's sprouted arms and legs and lives on a mission to take a lost fairy back to fairyland. This involves running and jumping across a horizontally scrolling landscape avoiding ghosts. These too have got a bit smarter since their PacMan days and now drive cars, fly planes, hop on pogo sticks — and generally do

enough to make the game as we've already seen. The graph are also useful, especially if you're addicted to, very happy and will keep you happy.

JULIAN RIGNALL



FINA

C+VG HIT!

BY NAMCOT

Now here's a race game and half Final Lap Twin. It's a conversion of Atari's two-player racing coin-op, and I'm glad to see that Namcot have included the most important feature of the original machine: the two-player head-to-head option.

A split screen display is used to show each driver's viewpoint, and either one player can race against a very good computer opponent, or two humans can battle one another.

There are two types of race, the F-3000 or the F-1 (the former has less powerful cars). In

C+VG HIT!

PC EN	£29.90
GRAPHICS	85%
SOUND	84%
VALUE	77%
PLAYAB	90%
OVERALL	90%



▲ Pacland is brilliant!



ALL LAP TWIN

...you have one of Grand Prix season tracks, many famous ones, and the match between races. In one player mode you can select a track, practice on it. When the type of race is

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JULIAN RIGNALL

▼ Burn it!

3300 HERTZ
MONACO
COURSE RECORD
6'44"23

AUTO
VS
500 PS

AUTO
V10
520 PS

MANUAL
VS
500 PS

MANUAL
V10
500 PS

▼ Two-player action.



PC ENGINE £29.90

GRAPHICS 85%
SOUND 82%
VALUE 86%
PLAYABILITY 93%

A classic two-player race game with excellent graphics, superb playability and massive lasting appeal.

OVERALL 93%

NINJA WARRIORS

BY THE SYSTEMS

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▲ Hack 'n' play the ninja way.

JULIAN RIGNALL



▲ Disarm.

PC ENGINE £29.90

GRAPHICS 87%
SOUND 83%
VALUE 81%
PLAYABILITY 82%

A tough, action-packed and addictive beat 'em up which budding ninja assassins should find very enjoyable.

OVERALL 82%

► PC ENGINE

MEAN MACHINES GUNHED

HUDSON

Until this summer, I wasn't perfectly satisfied with playing it. I like it now. He's got some stuff on my PC Engine. But then I downloaded it along with it, it's a different game over.

It's a space-burne blast with an apparent objective apart from laying waste nine long vertical scrolling levels of star battles.

At the start, downed enemies release a weapons capsule which you can pick up to get goodies onto your ship. Nothing unusual but in *Gunhed* these pods really let you kick the conkers off anything that gets in your way. The weakest weapon is a rapid fire laser, but a few pick-ups later

▼ It's fab!

▼ It's brilliant



you can have a defensive shield, two super-hard Multibots flying alongside you firing fireballs, multi-directional Destructor Waves, homing missiles, or a screen full of Field Thunder death beams.

Usually, being so toiled-up means it's dead easy to cream the opposition, and hence, you've got zero game play. Not with *Gunhed*. The difficulty level picks up quite slowly, but after level two things start to get a little tough, and by the time you get to level eight where a myriad of beautifully drawn bubbles fly everywhere, the game will have your nerves in shreds.

The graphics throughout the game really are arcade quality. The sprites and backdrops are utterly stunning and the speed at which everything moves is exceptional. Nor has sound been forgotten, for *Gunhed* sports a load of superb soundtracks, marvellous effects and even



▲ It's amazing

speech to tell you what each pick-up does.

What more can I say to convince you? It's simply the best shoot 'em up I've played outside of an arcade. Anyone on the quest for the ultimate shoot 'em up...

PAUL GLANCEY



PC ENGINE £29.90	
GRAPHICS	97%
SOUND	97%
VALUE	95%
PLAYABILITY	96%
Urkleburbieburble. Utterly incredible, super-smooth, ultra-fast mega-blast that blows all other shoot 'em ups out of the water. Buy it and kiss your joy pad arm goodbye.	
OVERALL	96%

CYBER CROSS

BY FACE

1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system. It is not compatible with the UK PAL transmission system nor any other non NTSC transmission system. For this reason, NEC Corporation does not market the PC ENGINE in the UK or in any other EEC countries.



PC ENGINE £29.90

GRAPHICS	88%
SOUND	87%
VALUE	79%
PLAYABILITY	83%

OVERALL 80%

JULIAN RIGNALL

CoC Commodore and Computers

ATTENTION

NEC PC ENGINE ANNOUNCEMENT.

NEC Corporation, NEC Home Electronics Ltd, and NEC (UK) Ltd (collectively 'NEC' hereinafter) have recently become aware that the PC ENGINE is being offered for sale in the United Kingdom. NEC believe that it is important that UK consumers should be aware of the following information.

1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system. It is not compatible with the UK PAL transmission system nor any other non NTSC transmission system. For this reason, NEC Corporation does not market the PC ENGINE in the UK or in any other EEC countries.
2. There are no authorised distributors of the PC ENGINE in the United Kingdom at present. Therefore, if you are offered a PC ENGINE which is said to be compatible with the PAL system or any transmission system other than NTSC, you should be aware that it will have been modified by a third party. This modification is made without NEC's permission or approval.
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NEC Corporation NEC Home Electronics Ltd NEC (UK) Ltd

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THE
RETURN
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ROBOCOP-
ONE MEAN MOTHERCRUSHER

CU
AMIGA-64

► SEGA

MEAN MACHINES

WONDER BOY III

Before I start on this review I'd better make it clear that this *Wonderboy III* is not — repeat, not — the same game that is currently doing the rounds in the country's arcades. Everybody got that? Yeah! OK, good.

The action in this particular *Wonderboy III* opens as WB is nearing the end of a quest to slay a dragon in the Castle of Monsters. Equipped with his trusty sword and clad in a suit of armour, the heroic lad stalks the scrolling corridors of the castle, until he at last reaches the hall of the dragon. While the scaly wyrm breathes volleys of fireballs at him, WB has to leap up and stab it in the chops seven times before it explodes in a shower of stars.

However, it's the dragon who has the last laugh, and as WB is fleeing its horde of gold, a blue fireball hits him and transforms him into a fire-breathing dragonet with prodigious platform-leaping abilities!

After escaping from the castle, Wonderboy considers his

position. Monster-bashing here he may be, but how will he ever be accepted back into a society that is pathologically prejudiced against mythological saurians?

His only chance to lift the dragon's curse is to find the Salamander Sword, but, not surprisingly, there's a legion of minor monsters and miles of scrolling landscape between him and it, as well as five more magical dragons to slay.

In dragon form, Wonder Boy's sword is replaced by fiery breath, but he can collect other weapons, such as bouncy fireballs, arrows and whirlwinds when they're dropped by deceased foes. Coins are collected in a similar manner, so that WB can buy said missiles, as well as better armour and shields from handy arsenals staffed by one-eyed pigs (ke razees, no?).

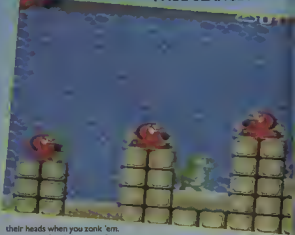
If a door doesn't lead to a shop of some kind, it can take Wonderboy to some other part of the landscape, maybe to a town, a desert or an underwater

location full of fireball-spitting octopi and piranha fish.

The variety of backdrops are nicely drawn (the Sphinxes in the Egyptian scene are particularly impressive), and the characters which populate them are superbly designed and animated. I loved the skeletal pirates (complete with eye patch and tricorn hat) who literally lose

quite up to the standard of such an unassailable classic. It does feature similar intricacies and there's that familiar air of polish and ingenuity about the whole game which keeps you coming back for more. On the Sega at least, this is surely the best game of its type and I would have no reservations about recommending it.

PAUL GLANCEY



their heads when you zonk 'em.

Wonder Boy III's bland of platform gaming, adventuring and super-cute graphics reminded me very much of *Super Mario Brothers II*, and while it isn't

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GRAPHICS	85%
SOUND	55%
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PREVIEW

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R ey who's wor
Bangkok Knights
Predator Dom

IBM PC as we as the Konix. Come - one of the first games to appear on the screen are the adventure in which a player takes control of a strange creature. Or should we call it characters? You see, we had programs, in this program, a game, a game, and the other an athlete girl, have been me ded together, and only one active at a given time. I get

RE E. AMIGA ST
P C64, SPE RUM
AM RAD AND
KON X AN 90
PRICE S TBA



CABAL

Ocean

Coming to your screens very soon is Ocean's conversion of Cabal, an Operation Wolf-inspired game in which one or two commandos battle an entire army single-handedly over a variety of different scenes.

The commandos are situated at the bottom of the screen, and jump and roll left and right to avoid the myriad of oncoming missiles and bullets. They're armed to the teeth, of course, and have a veritable goodie bag of machine guns, grenades and rockets with which to wipe out the opposition.

The original arcade game is great fun, which hopefully will be



captured in the home versions — the ST conversion pictured here is certainly looking promising.

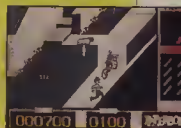
More news as and when...
RELEASED: ST, AMSTRAD, SPECTRUM, AMSTRAD, C64 OCT
PRICES: SPECTRUM/AMSTRAD/C64 £9.99 ST £19.99 AMIGA £24.99



PAPERBOY

Elite

After many, many moons of programming, Elite are at last ready to release the 16 bit conversions of this ageing Atari arcade, as well as other classic coin-op crumbies, such as Commando and Ghosts 'n' Goblins. Paperboy puts you in the saddle of a newspaper delivery bike, with a mission to put papers on your patrons' porches and break the windows of those who shop elsewhere. Dodge drunks, dogs, cars and road works, and you might reach the BMX stunt track at the end of each scrolling road. It's all a birruvalaffi, really, and if the finished game is



anything like the demo on display at last year's PC Show, the conversion should be pretty good.
RELEASE: ST, AMIGA SEPTEMBER
PRICES: ST £19.99, AMIGA £24.99



CHASE HQ

Ocean

If you missed the Spectrum preview of this Talto coin-op conversion a couple of months back, you won't know that it's a different kind of racing

game in which you take the wheel of a Porsche police car with the objective of chasing after felons in such amazing sports cars as Lamborghinis and Lotus Esprits and smashing them off the road.

The arcade machine is brilliant fun, and the Spectrum version we saw left us speechless 'cos it was so much like the coin-op original...

But how are the 16 bit versions coming along? Well, we've just got hold of these ST screen shots so you can see for yourself — and it's looking pretty good, eh?

Keep your eyes out for a full review in a forthcoming issue.

RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 NOV
PRICES: SPECTRUM/AMSTRAD/C64 £9.99 ST £19.99 AMIGA £24.99



PREVIEW

ATTACK OF THE MUTANT CAMELS

Developed by Llamasoft

Ruminant-loving coder, Jeff Minter, has been chained to his Konix development system for about three months now, reworking one of his earliest Commodore hits, *Attack of the Mutant Camels*. Basically it's a two-way scrolling megablast, starring herds of laser-spitting cyborg camels which are slowly but surely making their way from their base on the left of the playfield to your base on the right. Blast them all, collect the bits and you get extra weapons, and eventually, a bomb to drop on the Bactrian base. Jeff has made heavy use of the Konix's powerful 32 bit graphics and sound processors to produce rip-snortingly fast 256 colour graphics and

stunningly realistic zapping and blasting noises in ten channel stereo(!) with mathematically-generated music burbling away in the background.

As onlookers gasped at the speed and abundance of the sprites and the riot of sound that was issuing from Jeff's hi-fi speakers, he nonchalantly commented that the machine was capable of much better. "The Blitter's hardly sweating here. Also you have to realise that this development system doesn't have as fast a processor as the finished machine, so what you're seeing here is running at a third of the speed it would on the production console." Phew-wee!



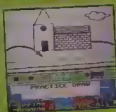
PICTIONARY Domark

The board game is selling like hot cakes over in the USA, so Domark are expecting to repeat their *Trivial Pursuit* success of a

couple of years back.

In the game, each player gets one of a couple of thousand words which they have to describe to the other by drawing a pictorial representation of it. This means that the computer adaptation is

essentially a board game with a rudimentary art package and a computerised Rembrandt built in. It's quite an odd affair, actually, but it looks like the sort of game that would be lots of



fun if played in a party of very silly people. So it's success is assured when it arrives at the C VG office. RELEASE: AMIGA, ST, C64, SPECTRUM, AMSTRAD END OF SEPTEMBER PRICES: TBA

AST NINJA II

System 3

The top-sellin', black-wearin', star-chuckin', road-crossin' man in black is back — this time in his first starring role on the Amiga and ST. Nasty Samurai warlord, Kunitoki, has magically warped himself from Japan in the Middle Ages to present day New York where he's busy setting up a narcotics empire. All our man has to do is put a stop to Kunitoki's



tricks and banish him to the 27th dimension, an adventure which leads him through the streets of New York, Kunitoki's drugs plant and finally to his island chateau. System 3 aren't planning to change the gameplay from the 8 bit versions (why change a winning formula, after all?), but there's guaranteed to be enhanced graphics and super-duper sounds to keep you exacting 16 bit owners happy.

RELEASED: ST, AMIGA END OF SEPTEMBER
PRICE: TBA



OPERATION THUNDERBOLT

Ocean

Ocean are hoping to repeat the success they had last year with Operation Wolf this Christmas with their conversion of the sequel to Op Wolf, Operation Thunderbolt.

The game is basically a two-player version of Op Wolf, and features 3D levels where you travel "into" the screen by boat and along a road, as well as the normal horizontally levels found in Op Wolf.

The Op Thunderbolt arcade machine has two Uzi machine guns mounted on the front with which you shoot into the screen. The computer versions make up for the lack of these with crosshairs — but otherwise the

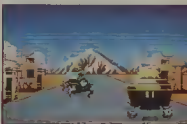


gameplay is the same as the original machine: shoot everything in sight.

Judging by the screen shots shown here, Ocean have recreated the coin-op graphics very much pixel-perfect, but how they move and how the game plays we will just have to see...



RELEASED: ST, AMIGA, SPECTRUM, AMSTRAD, C64 DEC
PRICES:
SPECTRUM/AMSTRAD/C64 £9.99
ST £19.99 AMIGA £24.99



SUPER WONDERBOY

Activision

Tom-Tom returns, and fully potty-trained too! Clad in armour not nappies, the plucky chap is after the blood of the terrible Meka Dragon who is terrorising Wonderland with his ugly monster churns and perverse reptilian ways. It's a game of running about, jumping on platforms and stabbing people with swords, of which there are several types. Yes indeed, there are weapon upgrades



galore in this game — extra armour, shields, boots, bombs, whirlwinds, lightning bolts and fireballs — but you have to pay hard cash for such delights. In its previous incarnations (Sega, PC Engine, etc), Super Wonderboy was rather good fun, and

Activision's version certainly looks like it might be good, but we're not going to stick our necks out until we see the finished game. **RELEASE: AMIGA, ST, C64, AMSTRAD, SPECTRUM SEPTEMBER**
PRICE: AMIGA £24.99, ST £19.99, C64/AMSTRAD/ SPECTRUM £9.99



PREVIEW

HARD DRIVIN'

Domark

Jurgen Friedrich, vector programmer extraordinaire, is still at it, putting together Domark's conversion of the arcade car sim. He's recently started work on the Amiga version, which looks exactly the same as the ST version, except for the fact that it's slightly slower.

"Producing these sort of graphics is very processor-dependent and while the CPU in the ST runs at 8.0 MHz, the Amiga's only runs at 7.2 MHz. By the time the code is tightened up, though, the Amiga version should only run 5% slower," promises Jurgen. But shouldn't the Amiga's Blitter make things easier? "Unfortunately, the Blitter is no good at drawing vectors, and my own routines turned out to be much



faster. One thing the Blitter has come in handy for, though, is moving the mountains around the back of the screen."

The next thing that's going into the program is the full track map. For this purpose, the Atari programmers have sent over their original course plan so that Jurgen can translate every curve and straight into X and Y co-ordinates and feed them into his own code. "It would have been easier for me to take the track statistics straight from the original programmers' C code, but I'm still waiting for them to send it," grieved the overworked hacker.

And we'll tell you how Jurgen implements the road map in next month's Hard Drivin' bulletin.

GHOSTBUSTERS II

Activision

Activision are once more calling on that phantom-fixing foursome, the Ghostbusters to provide them with a chart-busting computer

game based on the new movie.

Foursfield (of Timescanner and Incredible Shrinking Sphere fame) are the programmers who



have turned sequences from the film into a four-part arcade adventure.

Will it be as popular as David Crane's original Ghostbusters game, released in 1984 and still topping the charts



last Christmas? Or perhaps even as celebrated as the new movie which broke all records by grossing ten million bucks on the day it opened in the States? Only time will tell, dear reader. Only time will tell.

RELEASE: AMIGA, ST, SPECTRUM, AMSTRAD, C64 DEC PRICE: TBA

BOMBER

Activision

Vektor Grafix have been labouring on this flight sim for some months now, but the extra work they've done on their 3D graphics system makes it, so they claim, the most realistic system of its type — no disappearing wings or tail-planes in this game, mister!

The game is played over an accurately mapped area of the USA, which is dotted with dinky little structures such as gas stations, farms and





GALAXY FORCE Activision

Cynics laughed when Activision announced they had bought the licence to Sega's mighty 3D coin-op, but as you can see from our ST screen shot, the conversion looks as if it should be quite respectable. The game has you flying your starfighter through loads of 3D space-type scenarios, all swarming with enemy ships, mega-cruisers, and giant warrior robots.

Then there's the trip across the surface of the sun, in which you have to dodge between plumes of flame and leaping solar prominences. The graphics made the original arcade game



quite a stunning experience, but one wonders whether their speed and smoothness can be translated to the likes of a humble ST or even humbler Spectrum? Watch this space, for the review is up and coming.
RELEASE: ST, AMIGA, SPECTRUM, C64, AMSTRAD JANUARY 1990
PRICES: TBA



quite large ones, like Devil's Tower (the large mountain setting of the climax of Spielberg's *Close Encounters of the Third*

Kind). The system can render solid objects at speed with an unheard of number of polygons, which means the aircraft graphics are all

surprisingly detailed. The game will feature all kinds of dogfight modes and bombing missions as well as the ability to define your own missions to test out your mates' flying abilities.

All rip-roaring stuff, but the 16 bit simulator market is a crowded one, and one wonders whether this one, in spite of its superior capabilities, won't just stall in the jet wash of its competitors. We'll just have to see...

RELEASE: ST, AMIGA, SPECTRUM, C64 SEPT
PRICES: TBA



SPACE M*A*X Hewson

Fancy a bit of Space Station Construction, to while away the hours. Well this may be the programme for you, then. Space M*A*X is a strategy game in which you organise the launch, construction and running of an orbiting space platform. Of course, it's not no bowl of cherries up there, not with fire, explosive decompressions, astronaut strikers and other real life crises popping up every now and again. Still, over in the US of A where Final Frontier programmed it, and where these sort of games are incredibly popular, the reviewers have beenumping up and down over Space M*A*X because they reckon it's so atmospheric and challenging and stuff.
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